

The background is a solid blue color. A thick, curved green line starts from the top right and curves towards the bottom left. A diagonal green band runs from the bottom left towards the center. Another green band runs from the bottom right towards the center, meeting the diagonal band. The text "ReBoot™ STYLE GUIDE" is centered in the blue area.

ReBoot™ STYLE GUIDE

LOG ON TO THE WORLD OF...

ReBoot™

FILE MANAGEMENT TOOLS

- 1 USER GUIDE
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WELCOME TO MAINFRAME

VERSION 1.0

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READ ME FIRST

The ReBoot™ User Guide

This User Guide contains critical information about installing your ReBoot™ Licensing Programme. It also provides a fascinating overview of the 3-dimensional world of Mainframe, and tutorials designed to get you up and running in no time.

The ReBoot Style Guide is the most comprehensive and useful source of answers to your ReBoot questions and directional guidelines for the creation of all officially licensed products and packaging, as well as your merchandising, media and promotional purposes.

Inside, you will find the latest data and graphics on the ReBoot story, the ReBoot animated series, each character and its approved renderings, graphic designs, quality control procedures, copyright and trademark usage, and approval procedures.

We encourage you to develop unique product design concepts, but all character renderings must be either reproduced from Style Guide artwork, or specifically developed in co-ordination with the ReBoot team and your Local Licensing Agent (LLA).

TRADEMARKS AND COPYRIGHTS

The ReBoot team considers the protection of the ReBoot characters and related visual elements to be of great importance. Trademarks and copyrights are conscientiously monitored. To aid you in your correct usage, here are some general guidelines:

All likenesses, names, sayings and renditions of ReBoot characters, and

related visual elements are protected under copyright and their use must be approved by the ReBoot team and your LLA.

The copyright notice:

© 199 – Mainframe Joint Venture.



must be included on all finished products, packaging, advertising and promotional materials.

When a character appears multiple times on products, packaging, or advertising, only one copyright notice is needed.

QUALITY CONTROL

The ReBoot team are dedicated to the highest standards of quality and believe the program's long-term success is dependent on meeting those standards. To ensure that ReBoot products achieve the most appeal and interest possible, careful control of the design and use of our characters will be exercised.

All use of the ReBoot characters' likenesses, names or sayings must be approved by the ReBoot team and your LLA prior to the production and sale of any product designed by licensees. All packaging, advertising, in-store promotions, catalogues, brochures, etc. using ReBoot characters must receive written approval by the ReBoot team and your LLA before production and distribution.

The ReBoot team and your LLA must be notified in advance about notices used. Please submit the appropriate rendition of all copyrights and trademark notices to your

LLA for approval. Licensees must not assume approval is given unless specifically notified in writing.

APPROVAL PROCEDURES

Each product submission received will be given immediate and complete attention. Please allow ten (10) business days for the approval process in your schedule for each submission. Requests for short turn-arounds will be evaluated on an "as need" basis.

Product and packaging designs must be submitted to your LLA at each of the following stages:

1. Rough sketch or concept layout
2. Accurate lineart
3. Finished artwork or final proofs
4. Pre-production samples or strike-offs
5. Finished products or packaged samples.

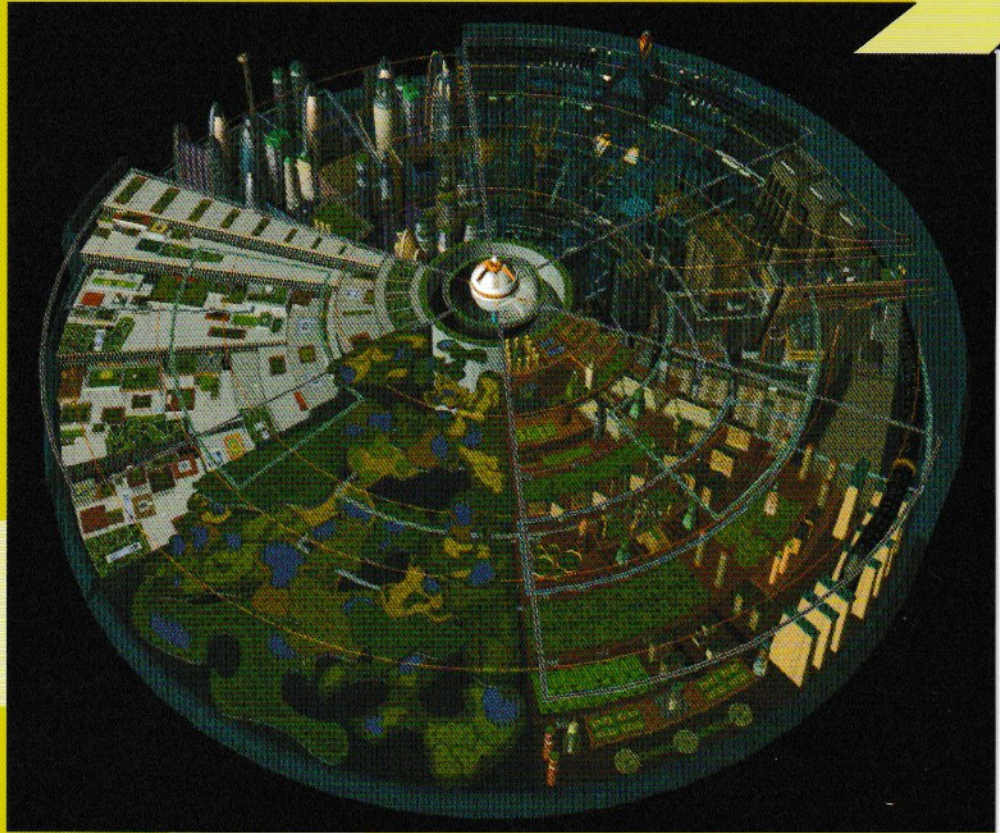
INTERNATIONAL

This Style Guide, and specifically the legal guidelines on trademark notices, were prepared based on the law of the United States of America. In most instances, the same provisions apply to licensed merchandise outside of the United States.

In other instances, due to the variations and interpretations in law, subtleties of the market place, translations, local registrations and other nuances unique to a given territory, the guidelines for the United States may be inappropriate or require refinement. In such cases your local licensing agent in each territory will provide specific instructions for proper use which will be outlined in your contractual agreement.

A USER FRIENDLY TOUR OF...

MAINFRAME



WELCOME TO MAINFRAME

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REBOOT™

Hi, it's me, Enzo, at your service. Thanks for cruising that information superhighway and accessing us here at ReBoot™.

Just because I'm one of the stars of the show doesn't mean I'm bragging when I say the ReBoot animated series is the most turbo-charged mega-binary program ever seen on video monitors.

Every other show's going to need to ship an upgrade when they see our groundbreaking computer generated imagery (CGI). ReBoot's accessing computer animation technology that's never been used before for any series.

But, hey, let me introduce you to the guys who really have their fingers on the button – Team ReBoot.

Ian Pearson, Gavin Blair and Phil Mitchell are three members of The Hub, the cool dudes who created ReBoot, and they supervise every gigabyte of the show's production in Vancouver. The Hub interface with their in-house support staff and ReBoot's licensing agents to make sure that your ReBoot products look every bit as awesome as the show does.

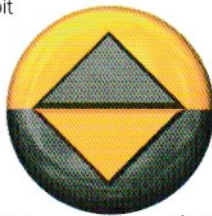
We've got the most spectacular 3-D sets and we show our multi-dimensional city of the future from all angles.

The hottest computer games are brought to life in every episode, and we risk our lives playing them. And our battle with



the evil Megabyte virus is the kind of conflict every kid wants to download.

So – welcome to our world – the world inside Mainframe City.



Hey, to you, its function is PC – you know, Personal Computer – but in my expanded memory, inside this CPU is an entire parallel universe.

Scope out our multi-level cyberspace city of the future. Is this place high density or what?

Me, my sister Dot, my pal Bob, and all

the other computer Sprites, live, work, and play here. Mostly it's a mega-binary place to file serve, and a totally alphanumeric adventure we get to execute.

But the fragmentation of our existence are a couple of nasty virus types known as Megabyte and Hexadecimal. Talk about off-line artificial Intelligence, these two would delete the whole system and all of us with it, if we let them.

Of course, lots of the other sprites think the Games are just as big a threat, but I think they're macro! They can happen anytime and anywhere, and when they do you better be ready to ReBoot, or run your escape sequence.

When a Game begins, it can take over entire sectors of the city of Mainframe. We never know what's downloaded and processed. So when we face an incoming Game, we hit the ReBoot icon, and in a nanosecond we activate Game files to battle assorted Users and enemies.

Is this place high density or what? There's nothing basic about it.

So get with the program! It's WYSIWYG (what you see is what you get), and what you see will blow your motherboard.



WELCOME TO MAINFRAME

AN INTRODUCTION TO THE...

CHARACTERS



WELCOME TO MAINFRAME

VERSION 2.0

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- ④
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- ⑥
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- ⑧

BOB

Bob's the greatest. My hero, my idol, if I could just copy Bob's format I'd be in zero wait state.

Bob is formatted as a top level Guardian. He's menu driven to mend and defend. He's our best hope against Megabyte and Hexadecimal, and nobody plays the games better than Bob.

Bob came from the Supercomputer and he's the only program at his level in Mainframe. Bob has more memory, power and RAM than any other data sprite. Bob's the most popular guy in the system.

Nothing can make Bob backspace or end file, he laughs in the face of error messages. Bob is a hands-on, do-it-now, figure-out-why-later kind of guy. I love his wise-guy word rap and cut and paste assembly language.

Bob brought this totally super-cool GLITCH accessory with him from the Supercomputer, and he can download that gizmo to morph into whatever tool he needs to get the job done.

Sure, he's got a thing for my sister, Dot, but that just means we're even more compatible. I hang out with Bob every chance I get and all data indicates I'm his best friend, by default.



Bob

PERSONAL BYTES

BOB

Name
Bob

Age
3.62664¹⁰ Hz (50 Hz cycle)

Initialised
The Supercomputer

Format
Guardian Program

Function
To mend and defend

Sound Byte
I don't think so



REFERENCE NUMBER

Code: BOB0001

B0B

REFERENCE NUMBER

Code: B0B0002



REFERENCE NUMBER

Code: B0B0003



CHARACTER PROFILE

B0B



REFERENCE NUMBER

Code: B0B0004



CHARACTER PROFILE

BOB



REFERENCE NUMBER

Code: B0B0005



CHARACTER PROFILE

DOT MATRIX

Dot's been my sister as long as I've had a random access memory.

She's the smartest, bravest, most ambitious Sprite I've ever met – next to Bob. Not bad for a girl.

Dot's got her files into almost every business there is in Mainframe. She runs everybody's favourite hangout, Dot's Diner, and she uses it as her homebase for all the fields her data's in.

Dot likes to plan everything ahead of time and she's always sorted and organised to the last character. Nothing ever makes her log-off a program once she's booted it up.

Even though she's always trying to protect my access, Dot's one of the most fun Sprites in Mainframe. Nothing ever gets her system down and she never allows any of us to go null either.

Everybody always comes to her to shareware their function failures and Dot can get down and diagnostic at high megahertz.

She and Bob make a great configuration and she's just as tough and fearless as he is. She doesn't like the games as much as we do, but she'll log-on and play until the end file with the best of them.

She despises Megabyte and Hexadecimal for being D-Base and ruining the happy file order life in Mainframe. One of these days she'll probably help Bob activate a global search and delete "Megabreath" and "Hexadismal" and all their sick virus friends.

Dot Matrix

 **REFERENCE NUMBER**
Code: DOT0001

PERSONAL BYTES

DOT MATRIX

Name
Dot Matrix

Age
None of your business

Initialised
Mainframe

Format
Self-employed data sprite

Function
Organizational multi-tasking

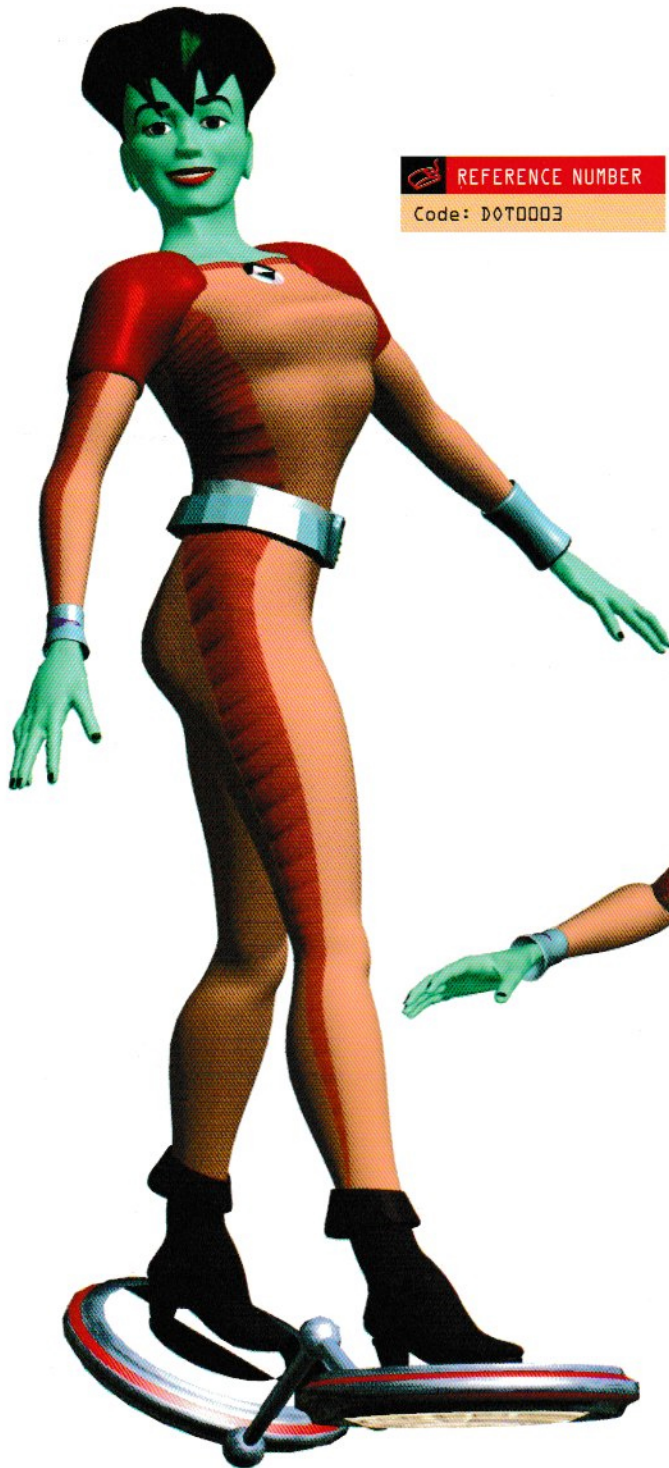
Sound Byte
We Mainframer's stick together

REFERENCE NUMBER
Code: D0T0002



DOT MATRIX

 **REFERENCE NUMBER**
Code: DOT0003



 **REFERENCE NUMBER**
Code: DOT0004



CHARACTER PROFILE

DOT MATRIX



REFERENCE NUMBER

Code: DOT0005



CHARACTER PROFILE

DOT MATRIX



REFERENCE NUMBER

Code: D0T0006



CHARACTER PROFILE

ENZO & FRISKET

Now here's the readme file on the best young copy.com program in the system, me, ENZO, the Sprite with the byte.

I'm hyperstacked for action, everyone's always complaining that I don't stay focused and that my file management system is not on-line yet, but hey - that's my format.

I'd give my left node to come from the Supercomputer like Bob, and someday I'll get him to take me there. I know I could be a top level Guardian with one sector tied behind my batch.

I'm ready to upload into any Game that's incoming, but my sister Dot is always trying to copy protect me and keep me from logging on.

One of these days my microprocessor's going to reach gigabyte status and then get ready for some serious Enzo multi-media multi-tasking.

That will be alphanumeric!

And here's Frisket, he's my best friend and unofficial guard dog of Dot's Diner - but his interface with Bob is a little off-line. Frisket doesn't really belong to me and Dot, we belong to him. He's a data dump yard dog, whose bark is 32 bits worse than his byte.

CHARACTER PROFILE



Enzo & Frisket

PERSONAL BYTES

ENZO

Name
Enzo

Age
1-2614430 Hz

Initialised
Mainframe

Format
Data sprite in development

Function
To make it to his next
upgrade

Sound Byte
Alphanumeric!



REFERENCE NUMBER

Code: ENZ0001

ENZO

REFERENCE NUMBER

Code: ENZ0002



CHARACTER PROFILE

ENZO

REFERENCE NUMBER

Code: ENZ0003



CHARACTER PROFILE



ENZO

REFERENCE NUMBER
Code: ENZ0004

CHARACTER PROFILE

PERSONAL BYTES

ENZO & FRISKET

Name

Frisket

Age

64 (in dog speed)

Initialised

Mainframe

Format

Data dump yard dog

Function

To copy protect Enzo

Sound Byte

GGGRRRRR



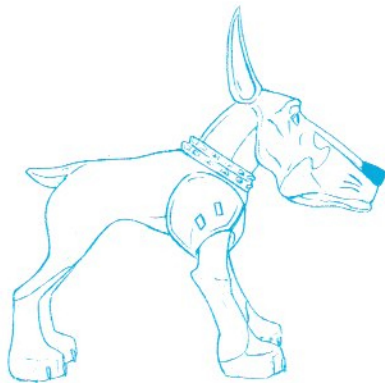
REFERENCE NUMBER

Code: E&F0001

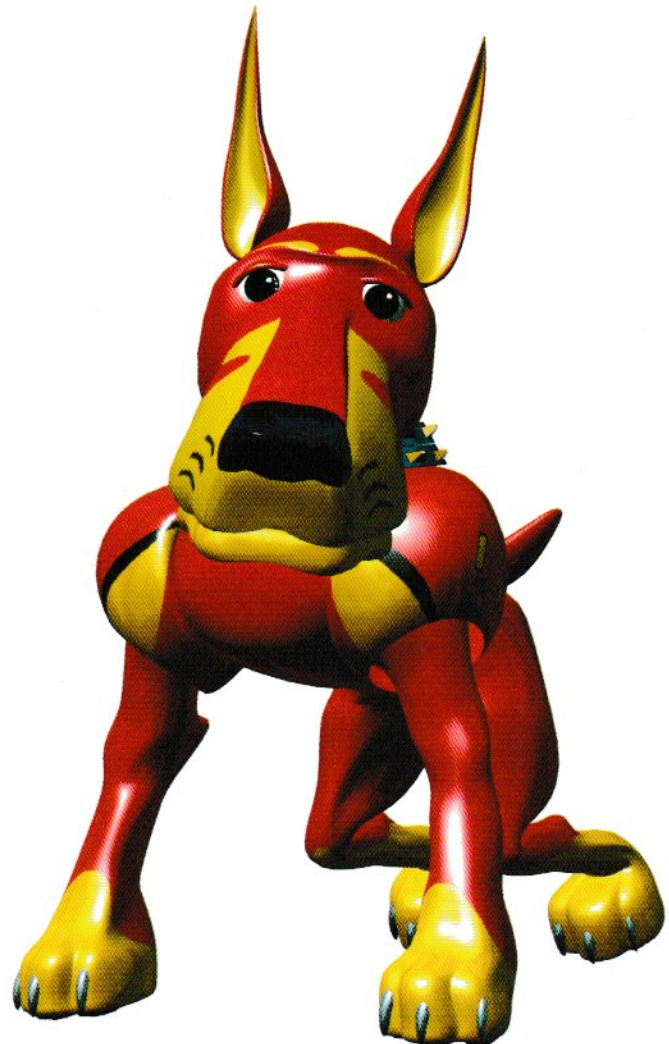


FRISKET

 **REFERENCE NUMBER**
Code: FRI0001




 **REFERENCE NUMBER**
Code: FRI0002



CHARACTER PROFILE

MEGABYTE



Mega "breath" as I like to call him is a terminal virus created by some low level-formatted hacker. Before I was even initialised he invaded Mainframe and ever since he's been trying to boost his power and control.

Megabyte is programmed to consume energy and power like an analog-addict.

He'll try to fool you with his smooth style and phoney friendly format but watch out, this guy is like a bad sector. He's a greedy circuit board Mafia don, and already controls access to huge levels of Mainframe that are now off-line.

He thinks he's so great and so smart that he's going to crash Mainframe and then conquer the Super Computer, but he can't even override his own nasty temper.

Despite the help of his minions, the cyberlunkheads Hack and Slash, and his giga-huge army of viral binomes, Megabyte's still too infected with terminal toxicity to achieve his twisted dream.

He may be the most powerful force in Mainframe, but between me, Dot and Bob we'll never let him infect the system, no matter how many viral binomes he has under his programme.

CHARACTER PROFILE

Megabyte

PERSONAL BYTES

MEGABYTE

Name
Megabyte

Age
N7.0956¹¹ Hz

Initialised
Unknown - somewhere on the 'Net'

Format
Virus

Function
To amass power

Sound Byte
Seize them!

REFERENCE NUMBER
Code: MEG0001

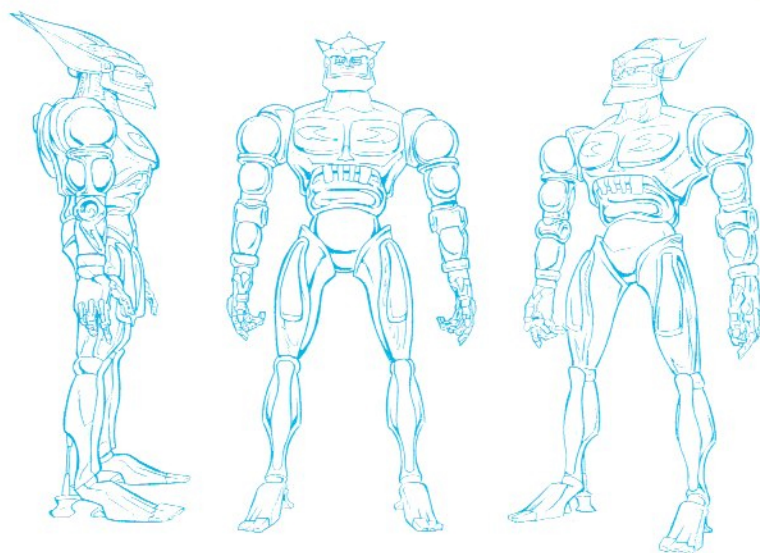


CHARACTER PROFILE

MEGABYTE

REFERENCE NUMBER

Code: MEG0002



CHARACTER PROFILE

MEGABYTE



REFERENCE NUMBER
Code: MEG0003



REFERENCE NUMBER
Code: MEG0004

CHARACTER PROFILE

MEGABYTE



REFERENCE NUMBER

Code: MEG0005



CHARACTER PROFILE

HACK AND SLASH

These guys are the Tweedle Dumb and Tweedle Dumber of Mainframe. Since I've never seen them apart, and they're equally lame and bug-filled, it's hard to figure out which one is HACK and which one is SLASH (SLASH is red).

They were designed and programmed as Megabyte's personal muscle machines. He installed weapons that mechanically telescope, extend and unfold into shape.

But they're so heavily armoured that there isn't much room inside for things like computing power and memory. They have a combined IQ approaching that of a low density toaster.

They're almost unbeatable in a fight, but they're laughably easy to confuse long enough to escape. Together the two of them can't even complete a sentence, never mind about a command from their master.

CHARACTER PROFILE

REFERENCE NUMBER
Code: H&S0001

Hack & Slash

PERSONAL BYTES

HACK & SLASH

Name
Hack & Slash

Age
23 Hz (also their combined IQ)

Initialised
Mainframe

Format
Mechanical Henchmen

Function
To execute
Megabyte's
commands

Sound Byte
Sorry, boss!

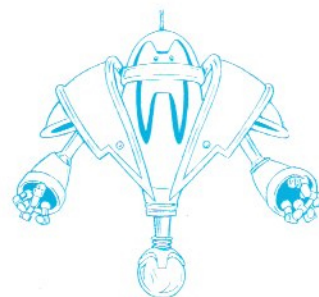
REFERENCE NUMBER

Code: H&S0002



REFERENCE NUMBER

Code: H&S0003



HEXADECIMAL

Don't be scammed by Hexadecimal's royal queen routine. She's just another foul virus that has infected Mainframe. But she's the worst kind of virus, programmed to disrupt the CPU and deliver an endless loop of chaos and malfunctions.

Hex lives in a warped and damaged sector called CITY OF LOST ANGLES, a very scary place in Mainframe. It's a bizarre and dangerous island, a floating sector where logic is twisted beyond any read capability. And it's the perfect home for a royal crash like her.

Hexadecimal has a weird collection of masks and you never know which one she's going to be wearing or how she's going to be acting. She's completely random access, total confu-

sion, a real geisha-style kamikaze.

Worst of all she's powered to control these huge armies of Nulls who suck energy from everything in their path. Lucky for us, they're as chaotic as she is.

If you want to meet a real wired-weasel just click on Hexadecimal's pet and sneaky spy, SCUZZY. He'll infiltrate any program or command, spy on everyone and record data. Then he replays the whole multimedia track for his equally vicious master.

Scuzzy is devious and nasty, and he'll sell out anyone, even Hexadecimal, if he thought it'd save his synthetic slimy skin.

CHARACTER PROFILE

Hexadecimal & Scuzzy

PERSONAL BYTES

HEXADECIMAL

Name
Hexadecimal

Age
How rude! You never ask a
lady her age

Initialised
Lost Angles, causing its
destruction

Function
To create chaos

Format
Virus

Sound Byte
Happy! Happy! Happy!

REFERENCE NUMBER
Code: HEX0001



HEXADECIMAL



REFERENCE NUMBER

Code: HEX0002



CHARACTER PROFILE

HEXADECIMAL



REFERENCE NUMBER

Code: HEX0003



CHARACTER PROFILE



HEXADECIMAL



REFERENCE NUMBER

Code: HEX0005



SCUZZY



REFERENCE NUMBER

Code: SCU0001

CHARACTER PROFILE

SPRITES & BINOMES

PHONG is the oldest Sprite in Mainframe. I hear he's left over from the days of the old IBM 360s. Bob told me that Phong was the original command.com, way back when.

Personally I can never understand what Phong is talking about, but Bob's always asking for his advice and playing P.O.N.G (Puck Orientated Non-linear Game) with him. He's supposed to be the Executive Secretary to the new command.com, but Bob and Dot think that he never really retired.

Nobody knows how come CECIL speaks with a French accent, not even Dot, and he works for her at the Diner. No matter how hard I try to get him to power down, he's programmed as a dedicated server, he's always got his nose in the air, and that high class maître 'd attitude.

MIKE THE TV has the personality of an obnoxious game show host. He follows Bob all over the system and announces whatever's on and barrages him with news, talk shows, bad soap operas and commercials, commercials and commercials...

He's the only TV I ever met who hasn't got an "off" switch, and since his remote control escaped he can't even power himself down. So he runs programming non-stop 24 hours a day, sticking his monitor in Bob's face every chance he gets.

THE BINOMES

Even though they are the simplest form of life in Mainframe the Binomes do all the real grunt work.

They are totally digital but they are not a bunch of dip-switches they are your basic robotic ones and zeros that make up every command and programme in the CPU.

They're the guys that crunch the numbers – the old fashioned way, with Binome bulldozers. Except that is for the viral Binomes which have been infected by Megabyte.

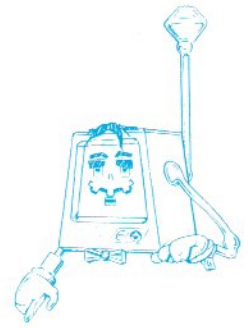
Hey if it wasn't for the Binomes they would have me doing the trash in trash out subroutine.



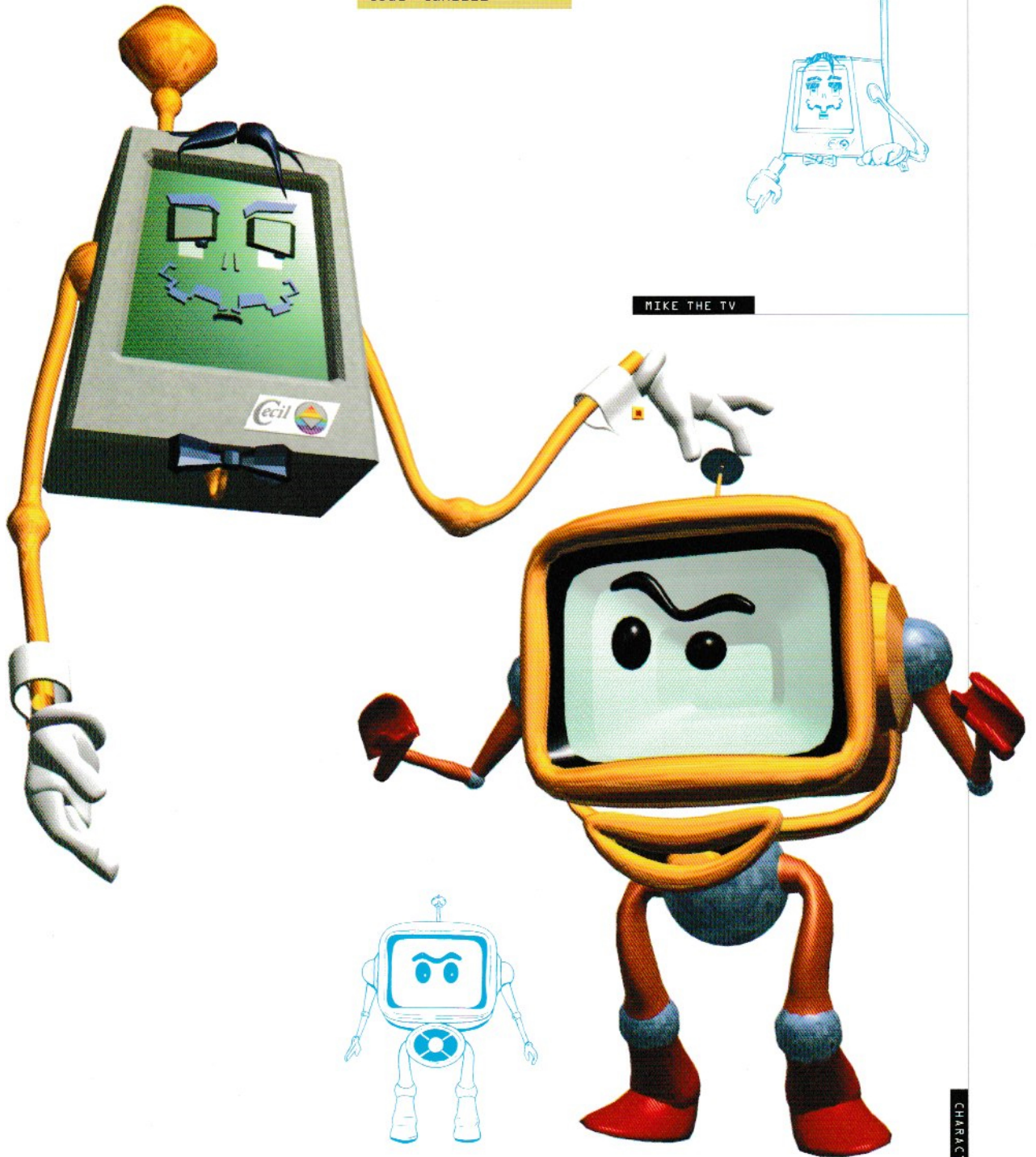
Support characters

CECIL

REFERENCE NUMBER
Code: C&M0001



MIKE THE TV

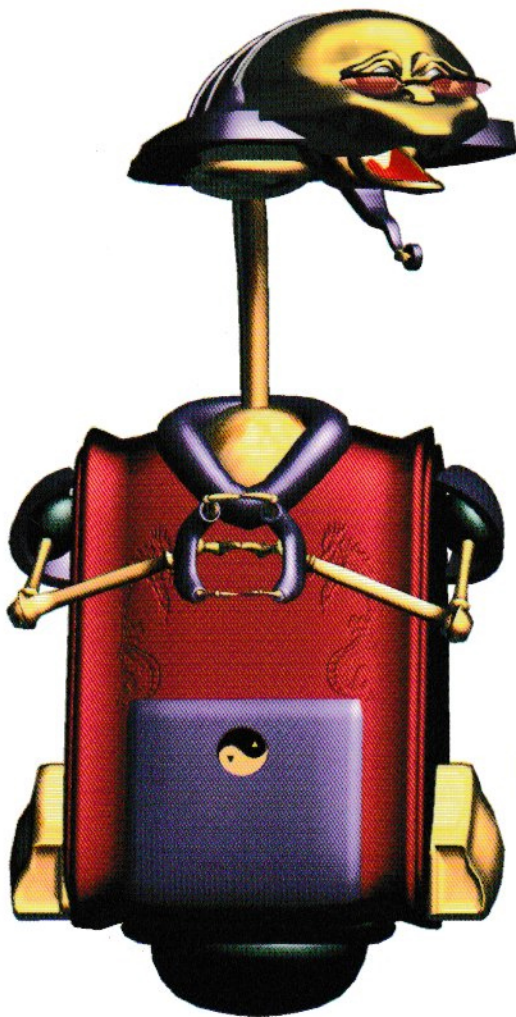
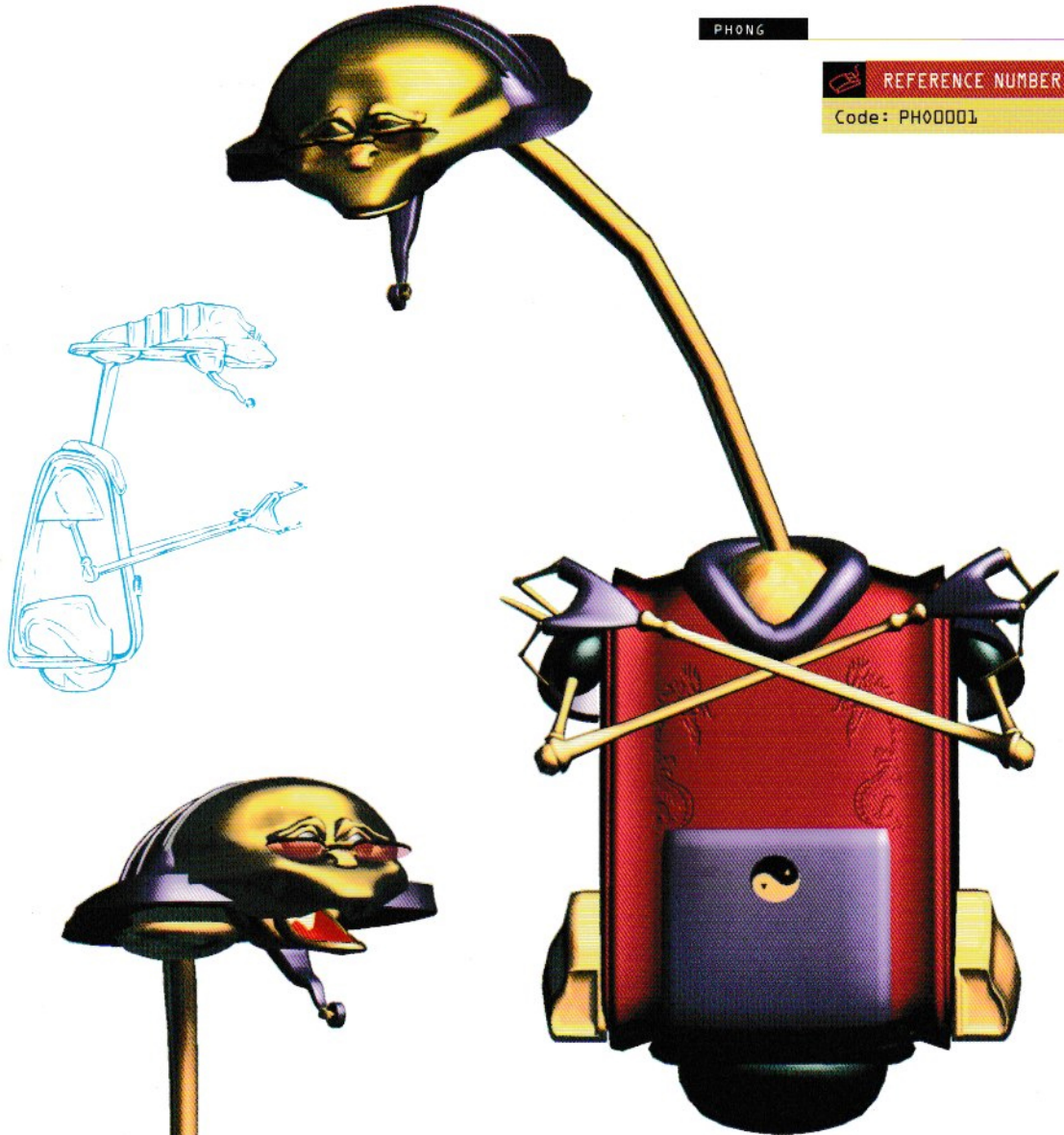


CHARACTER PROFILE



PHONG

REFERENCE NUMBER
Code: PH00001



REFERENCE NUMBER
Code: PH00002



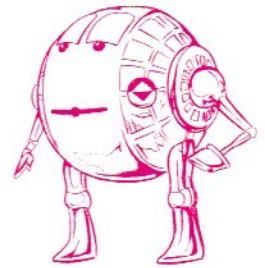
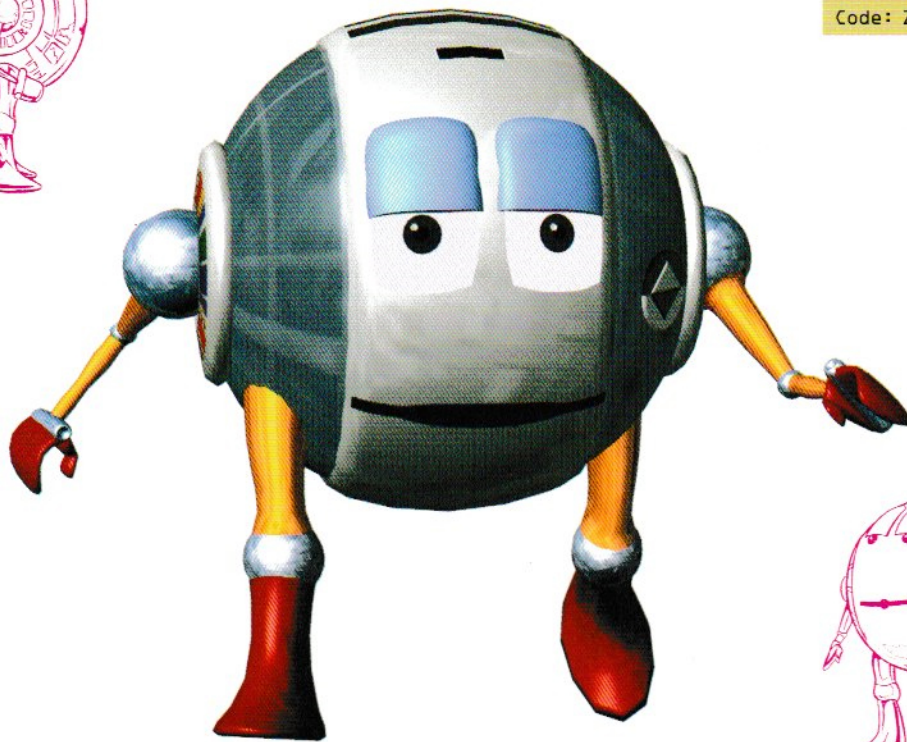
CHARACTER PROFILE

ZERO



REFERENCE NUMBER

Code: ZERO001

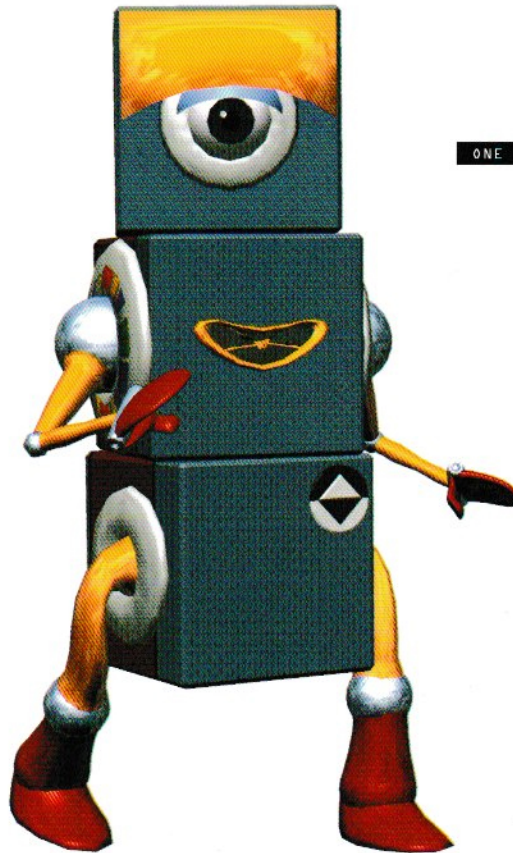


ONE



REFERENCE NUMBER

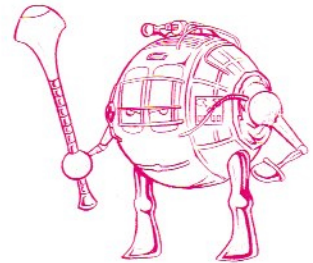
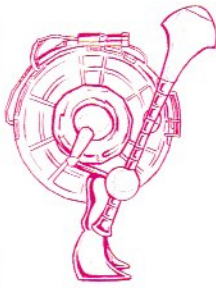
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CHARACTER PROFILE

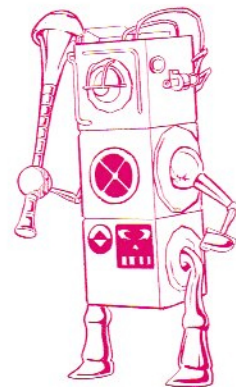
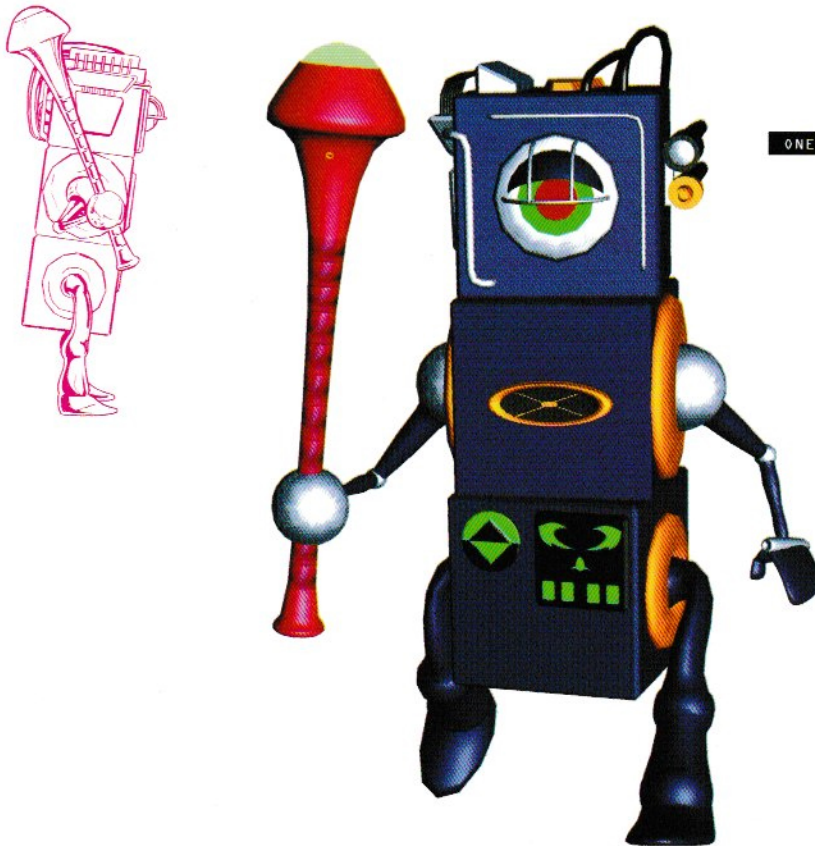
ZERO

REFERENCE NUMBER
Code: VIZ0001



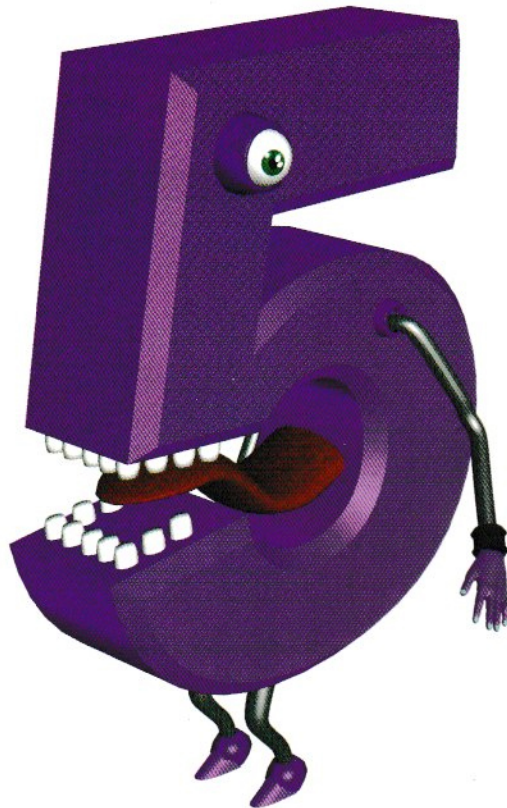
ONE

REFERENCE NUMBER
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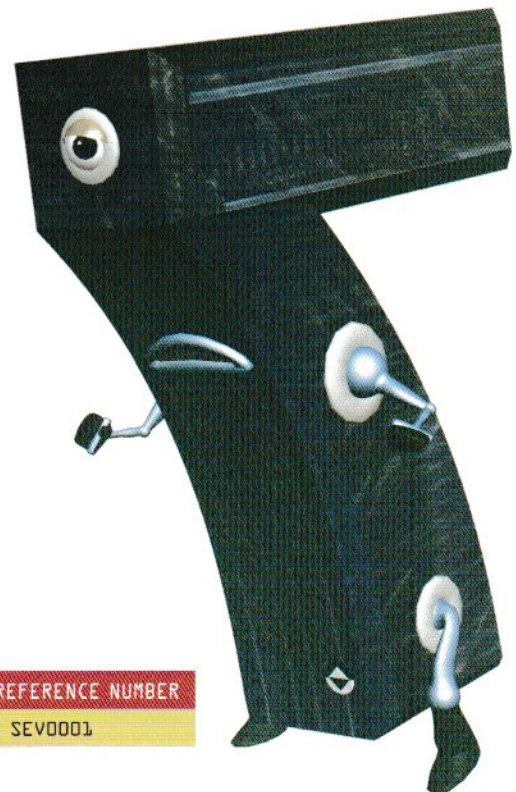
CHARACTER PROFILE





BINOME 5

REFERENCE NUMBER
Code: FIV0001



BINOME 7

REFERENCE NUMBER
Code: SEV0001



BINOME 8

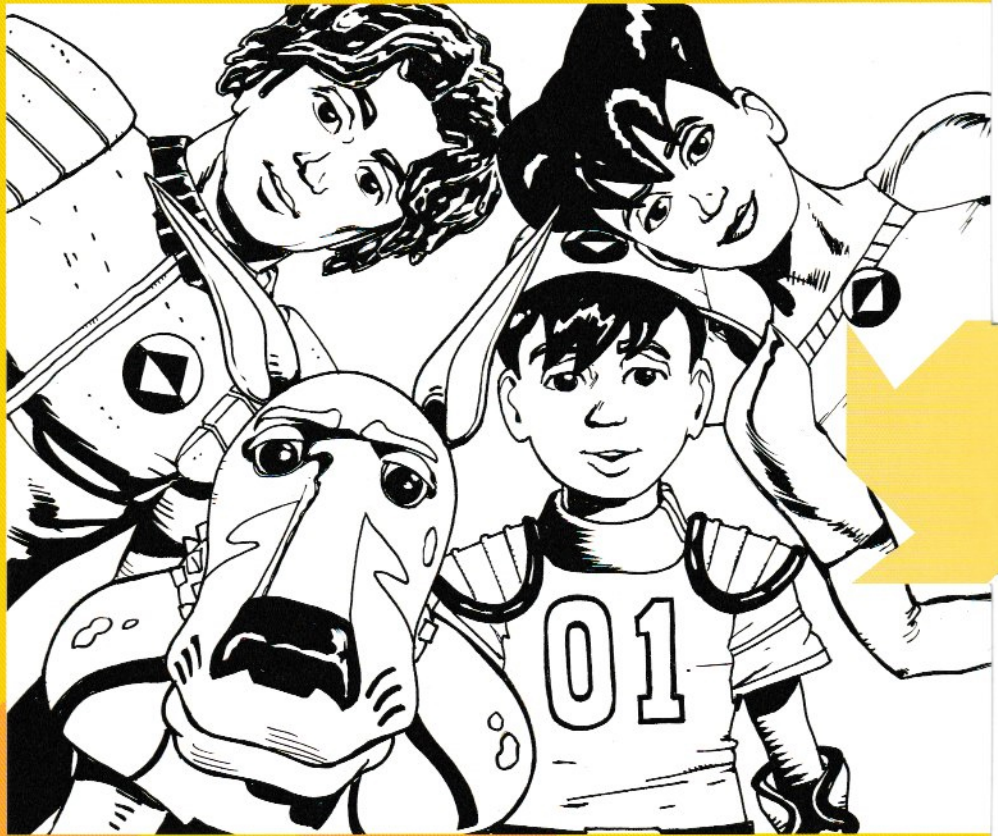
REFERENCE NUMBER
Code: EIG0001

CHARACTER PROFILE



SCAN AND PLAN WITH THE OFFICIAL ReBoot™...

LINEART



WELCOME TO MAINFRAME

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MAIN CHARACTERS

**BOB:****AREA:**

Skin, face and hands	2717-main colour 2718-dark areas 2707-light areas
Hair	9 cool grey-mid shades 11cool grey-darker shades of 877 metallic 433 dark shades
Eyes	463, 433 -pupil
Eyebrows	433
Inside mouth	433
Teeth	white
Collar	433
Chest & trousers	5473
Arms & body	632,633
forearm plates	429,427 or metallic 877
Glitch	272,433,144
Shoulder & knee pads	144,433, (116 light areas)
Boots	433
ReBoot icon	116,433
Belt & buckle	144, (116 light areas) 11 & 9 cool grey

**DOT:****AREA:**

Skin, Face & hands	3248-main colour 3268 dark areas
Hair	433
Eyes	260, 433- pupil
Lips	186
Bodysuit	473
Shoulder pads	1805
Stripes	1675/166 Light
Boots	4695
ReBoot icon	433, white
Belt & wrist clasps	427, 427 or 877 metallic

**MEGABYTE:****AREA:**

Horns & pupils	186
Main body	534 dark/543 light
Green areas	354
Silver areas	429,427 or 877 metallic
Yellow areas	116 - light 143 - dark

**FRISKET:****AREA:**

Red Areas	186
Yellow areas	116 light/143 dark
Collar studs	116 light/143 dark
Collar	5473
Nose & pupils	433
Claws	9 cool grey, white highlights or 877 metallic

**HEXADECIMAL:****AREA:**

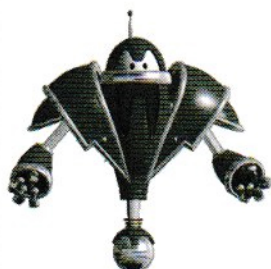
Skin	187
Face	white
Eyes	354
Lips	186
Teeth	white
Inside of mouth	433
Eyebrows	433
Fingernails	116-light 143-dark
Gloves & boots	433
Spurs	116-light 143- dark
Hair, earrings & costume piping	470, warm grey 2, 877, 875 metallic
Main body	187
Headdress & costume piping	470, warm grey 2, 187

**ENZO:****AREA:**

Skin	3248-main areas 3268-dark areas
Hair	433
Eyes	260
Pupils	433
Eyebrows	433
Black trim	433
Boots, hat & t-shirt	186
Lettering, icon	433, white
Arms, legs & collar	542 -light 549 -dark
Knee, elbow & shoulder pads	116-light areas 143- dark areas
Wrist band	429 or 877 metallic
& boot lining	427-light

NOTE: all characters are to scale in relationship to one and other

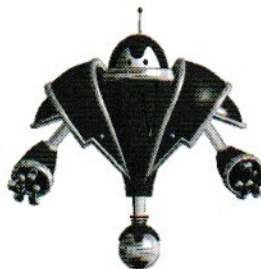
MAIN CHARACTERS



HACK: (red)

AREA:

Main body	186 main colour
Black	433
Silver edges	429
	427 -light areas or
	877 metallic
Chest plate	072
Eyes	195, white



SLASH: (blue):

AREA:

Main body	072
Black areas	433
Silver edges	429
	427-light areas
877 metallic	
Chest plate	186
	271 light areas
Eyes	195, white



PHONG:

AREA:

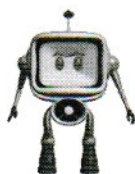
Body	187
Beard, hands, knuckles tunic trim & head band	2655
Base	433
Head & limbs	127 or 871 metallic
Glasses (lens)	Clear



CECIL:

AREA:

Arms & hanger	116-light areas
	143-dark areas
Bow tie & letters	433, white
All hair	431, 433
Gloves & cuffs	white
Cuff links	116, 143
Stone (in links)	186
Pupils & mouth	433
Lips & eyes	white
Face	5555
Nose & eyelids	418
Casing & body	413/light 418/dark
ReBoot icon	542, 144, 429, 116, 237



MIKE THE T.V.: SCUZZY:

AREA:

Boots & gloves	187
Yellow edging & arlel	116 - light areas
	143- dark areas
Joints	429 or 877 metallic
	427 - for light areas
Eyes & eyebrows	433
Speaker inner, screen lining	433
Arms, legs, TV casing	173 or 876 metallic
Screen	622

**AREA:**

Top of head	366
Base	142
Nose	433
Bolt	142
Tip of tail	142
Whiskers	142
Main body	518
Body highlights	142
Face area	161
Face highlights	252
Eye sockets	433
Eyes	white

NOTE: all characters are to scale in relationship to one and other

MAIN CHARACTERS



MOUSE:

AREA:

Skin, Face Hands	244-main colour 245-dark areas 243-light areas
Hair, eyebrows	1505 - Main colour 158-dark areas 144-light areas
Hair sticks	3125
Eyes	201, 433, pupils
Lips	258
Teeth	White
Bodysuit	White, 433
Boots	433
Arm rings,	427
Arm band	877 metallic
Straps, Boot plates	
Arm bands	433
Belt	201, 433
Belt icon	433, white
Ring	116-light areas
Buckles on arm band	143-dark areas
belt containers	
Sword (handle)	11- warm grey 116 light 143 dark
(Holder)	195



VIRAL BINOMES:

(ZEROS AND ONES ARE SAME)

AREA:

Eyes	354, 186 Pupils
Body	534-dark
Ball joints on arms and hands	543-light, 536 white highlights
Silver parts	877 metallic
Mouth & gold parts	116-light 143-dark
Inside mouth	433
Icons	433, 354



BINOMES:

(ONES - COMMON COLOURS USED)

AREA:

Eyes	White 433, 431
Body	642-light areas 645, 644-dark areas 642, 644, 666, 2726 4705-dark, 4725-light
Lower Body	536 white highlights or 877 metallic
Arms-Ball joints	
Main arm	116-light, 143-dark
Mouth	116-light, 143-dark
Icons	433, white
Hands/various	186, 433, 116-light, 143-dark

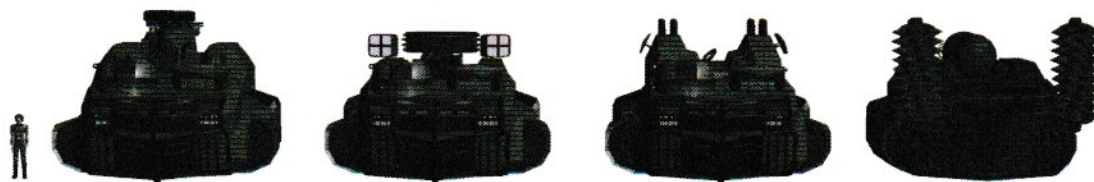


BINOMES:

(ZEROS-COMMON COLOURS USED)

AREA:

Eyes	White, 433, 431
Eyelids	642
Body-centre	663, white highlights metallic 877
Body-sides	9-cool grey, 5-cool grey
Mouth	433
Hands/Various	186, 433, 116-light 143-dark



Scale reference of Bob to ABC's

NOTE: all characters are to scale in relationship to one and other

BOB



REFERENCE NUMBER

Code: B0B0001-LA



LINEART REFERENCE

BOB



REFERENCE NUMBER

Code: B0B0002-LA



LINEART REFERENCE

BOB



REFERENCE NUMBER

Code: B0B0003-LA

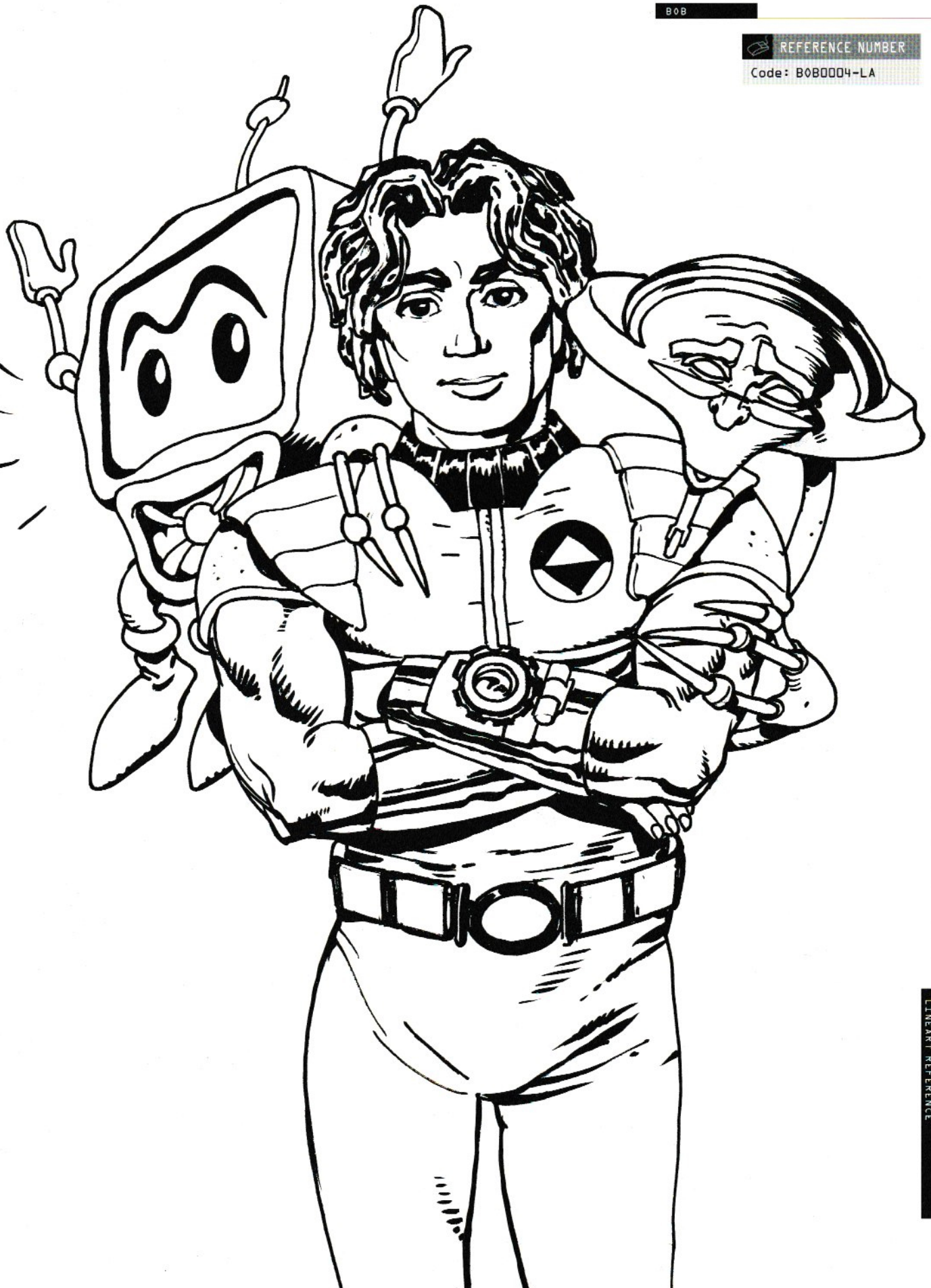


LINEART REFERENCE

BOB

REFERENCE NUMBER

Code: B0B0004-LA



LINEART REFERENCE

B0B



REFERENCE NUMBER

Code: B0B0005-LA



LINEART REFERENCE

BOB



REFERENCE NUMBER

Code: BOB0006-LA

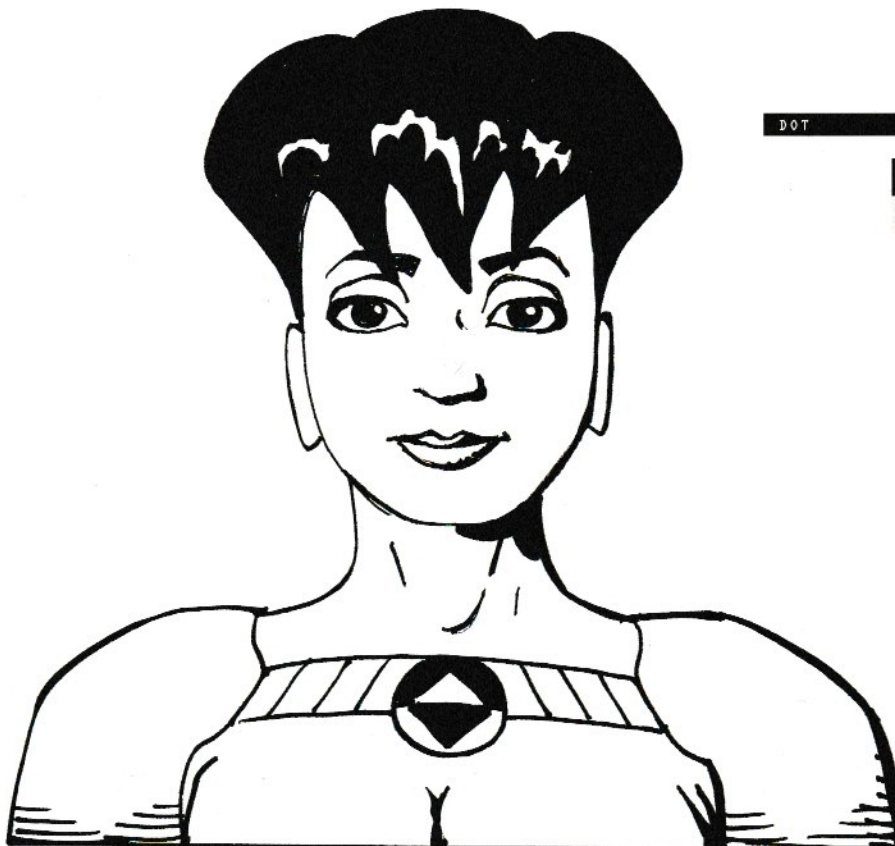


DOT



REFERENCE NUMBER

Code: DOT0001-LA



LINEART REFERENCE

ENZO



REFERENCE NUMBER

Code: ENZ0001-LA

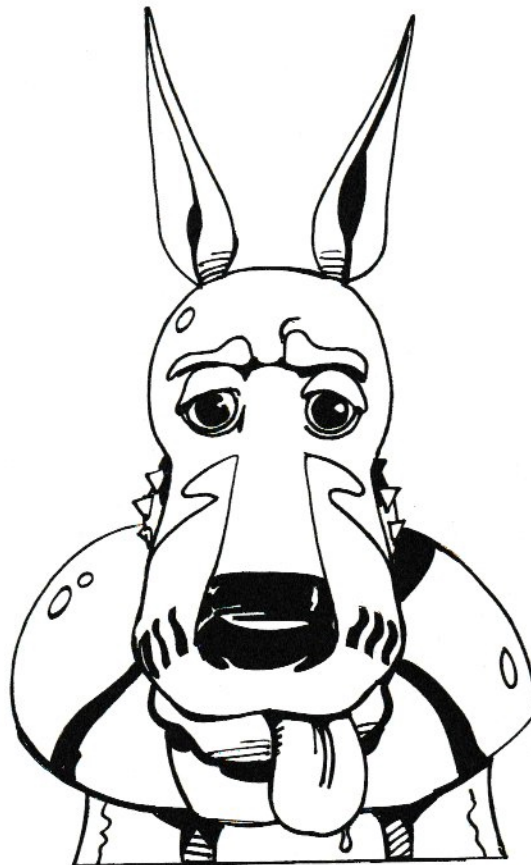


FRISKET



REFERENCE NUMBER

Code: FRID001LA



DOT



REFERENCE NUMBER

Code: DOT0002-LA



LINEART REFERENCE

DOT



REFERENCE NUMBER

Code: DOT0003-LA



LINEART REFERENCE

ENZO & FRISKET



REFERENCE NUMBER

Code: E&F0001-LA

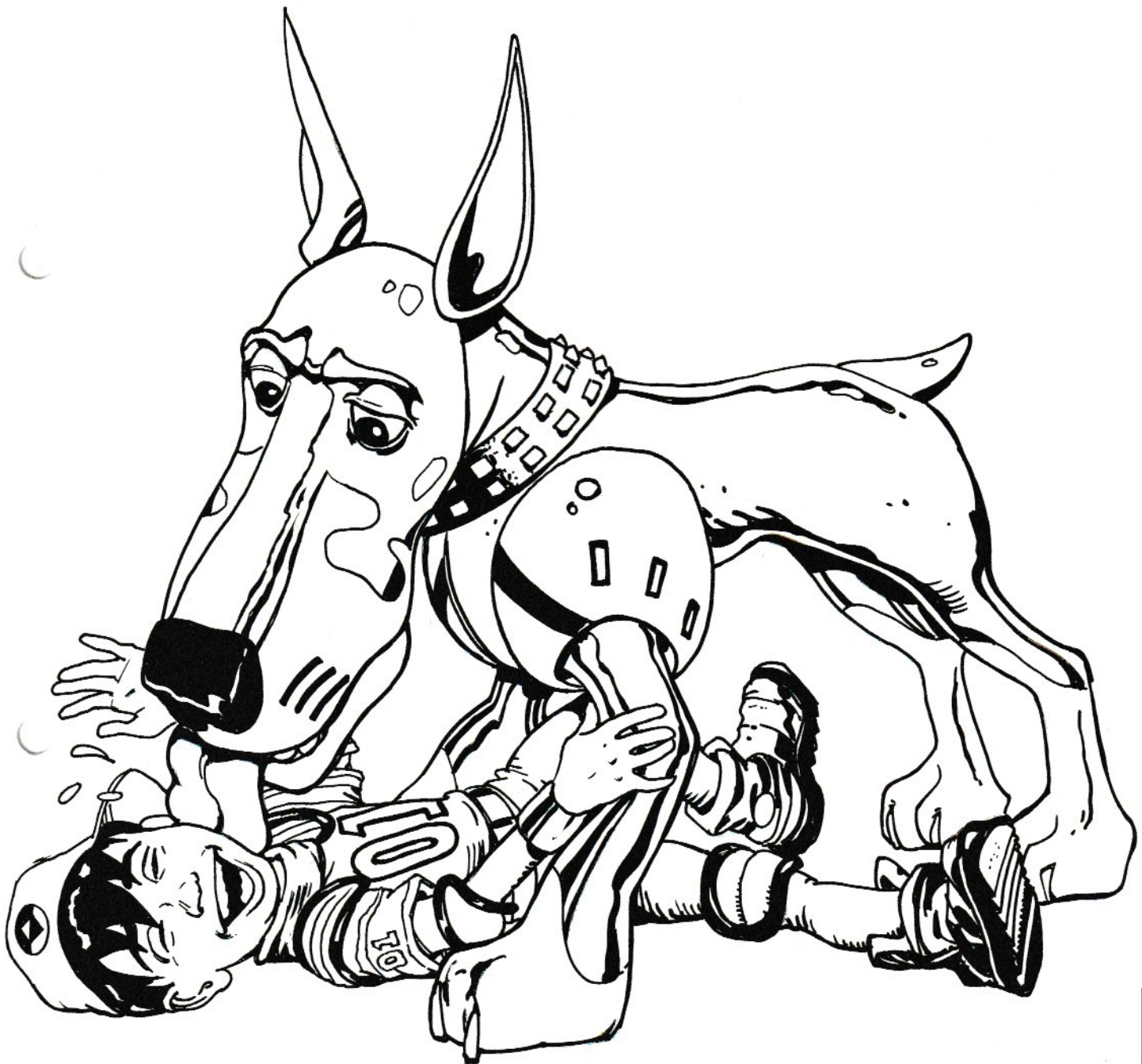


LINEART REFERENCE

ENZO & FRISKET

REFERENCE NUMBER

Code: E&F0002-LA



LINEART REFERENCE

MAIN CHARACTERS



REFERENCE NUMBER

Code: REB0001-LA



LINEART REFERENCE

HEXADECIMAL

REFERENCE NUMBER

Code: HEX0001-LA



LINEART REFERENCE

HEXADECIMAL



REFERENCE NUMBER

Code: HEX0002-LA



LINEART REFERENCE

HEXADECIMAL

REFERENCE NUMBER

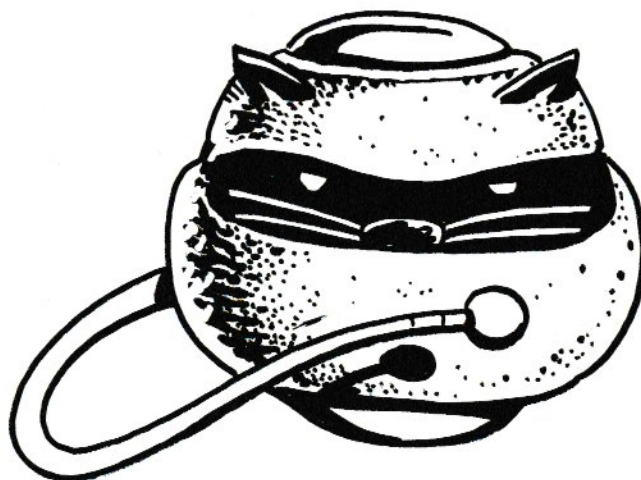
Code: HEX0003-LA



SCUZZY

REFERENCE NUMBER

Code: SCU0001-LA



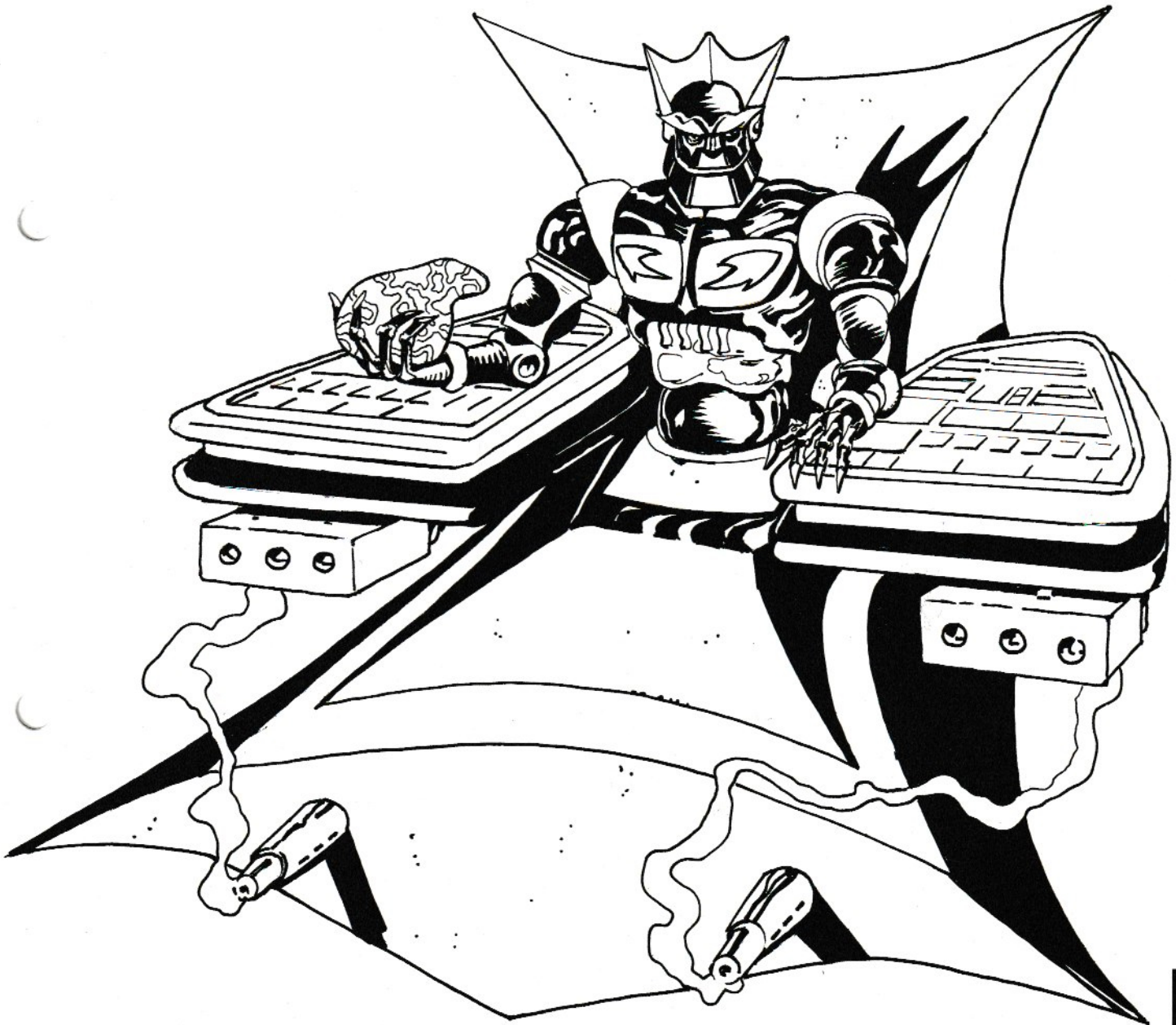
LINEART REFERENCE

MEGABYTE



REFERENCE NUMBER

Code: MEG0001-LA



LINEART REFERENCE

MEGABYTE

REFERENCE NUMBER

Code: MEG0002-LA



REFERENCE NUMBER

Code: MEG0003-LA



LINEART REFERENCE

MEGABYTE



REFERENCE NUMBER

Code: MEG0004-LA

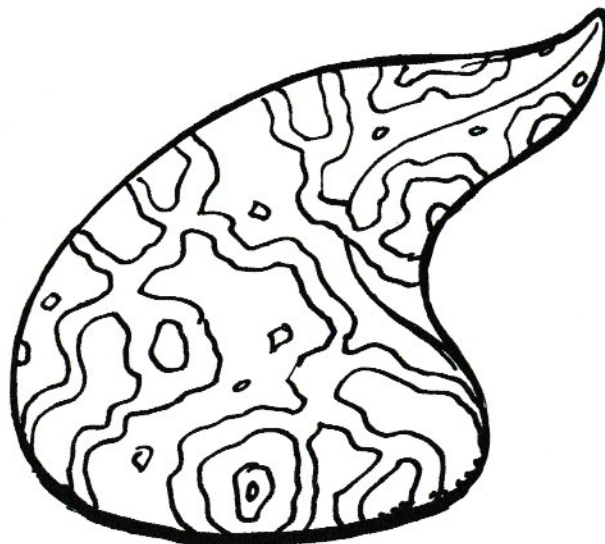


NIBBLES



REFERENCE NUMBER

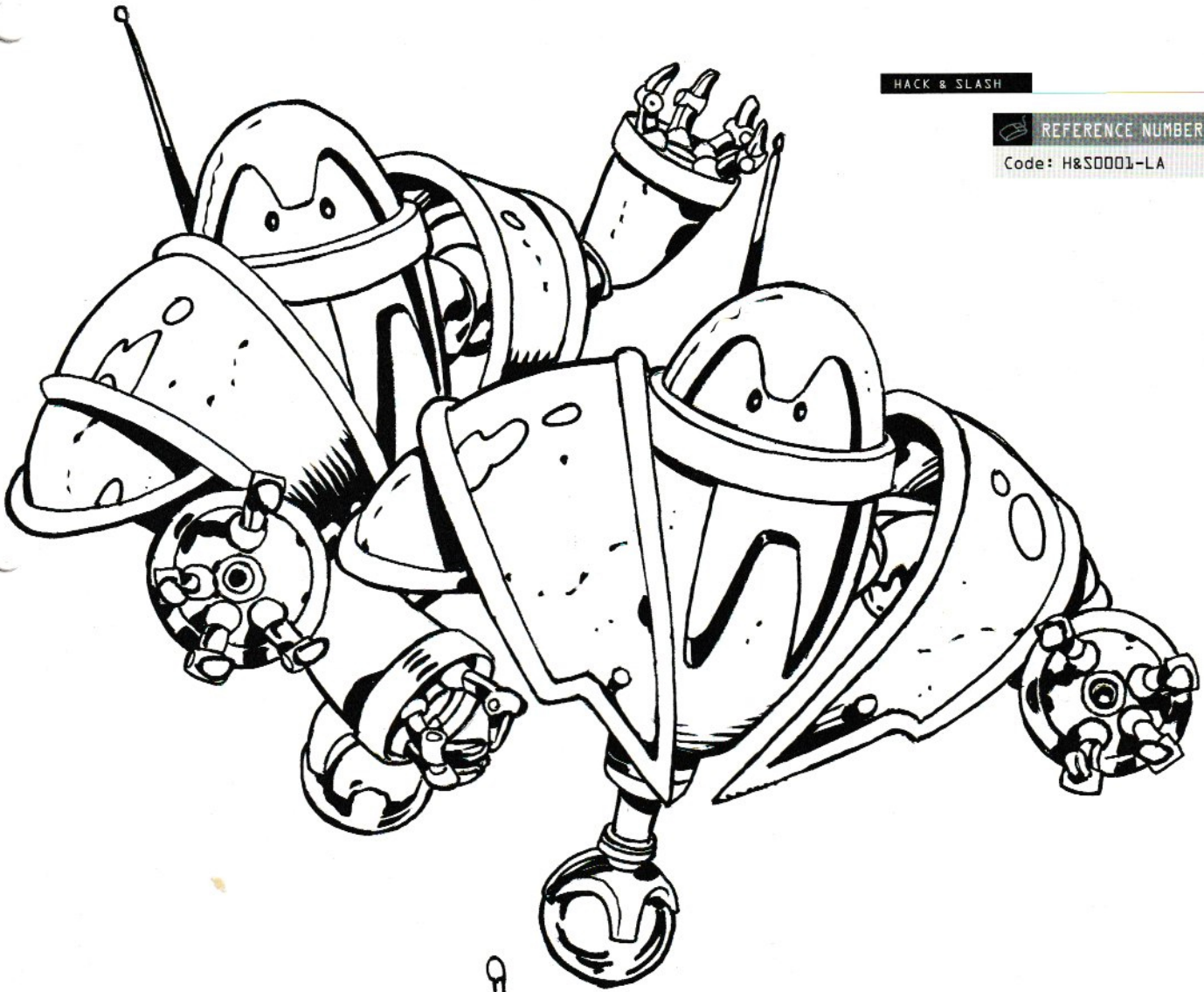
Code: NIB0001-LA



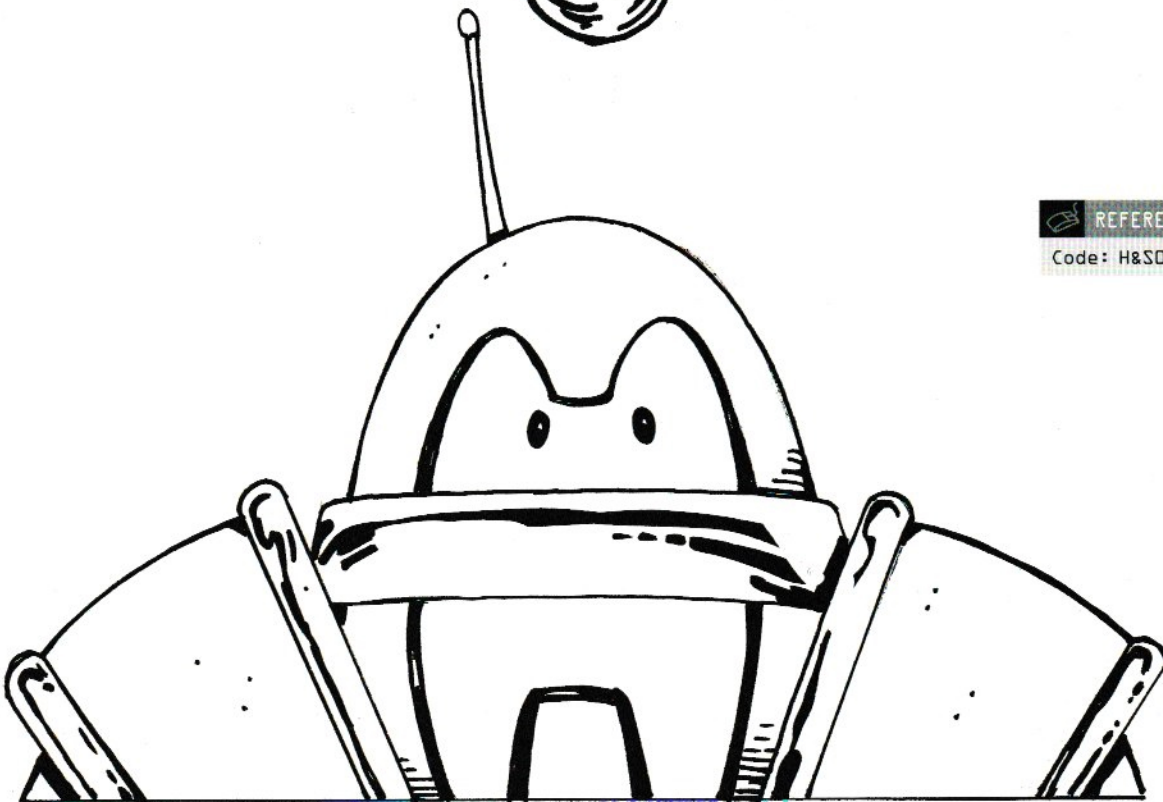
LINEART REFERENCE

HACK & SLASH

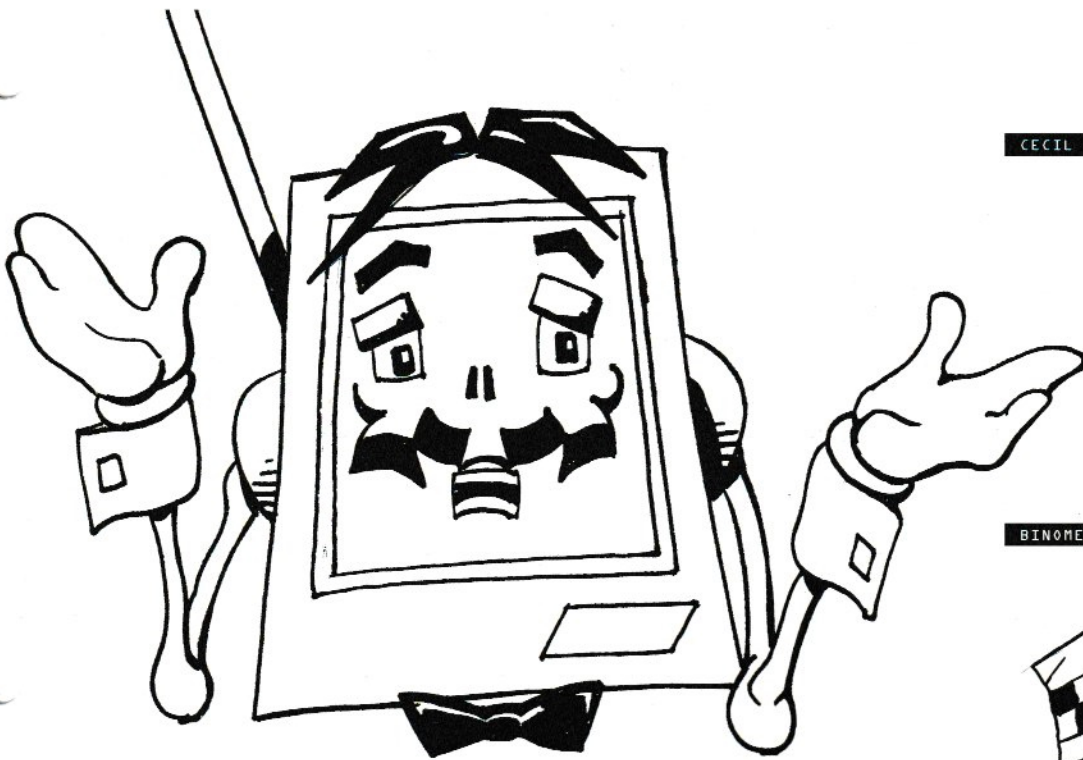
REFERENCE NUMBER
Code: H&S0001-LA



REFERENCE NUMBER
Code: H&S0002-LA



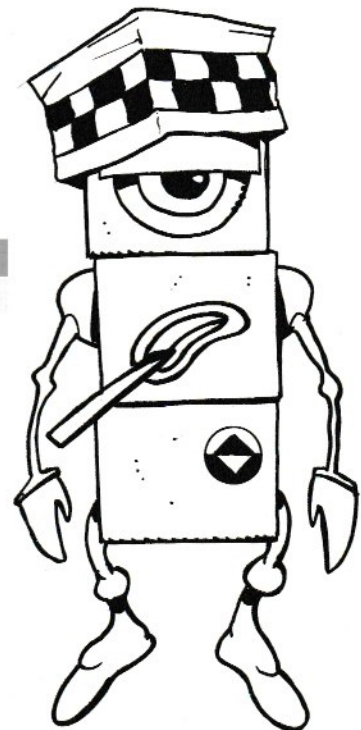
LINEART REFERENCE



CECIL

REFERENCE NUMBER
Code: CEC0001-LA

BINOME ONE - AL'S WAITER



REFERENCE NUMBER
Code: ONE0001-LA

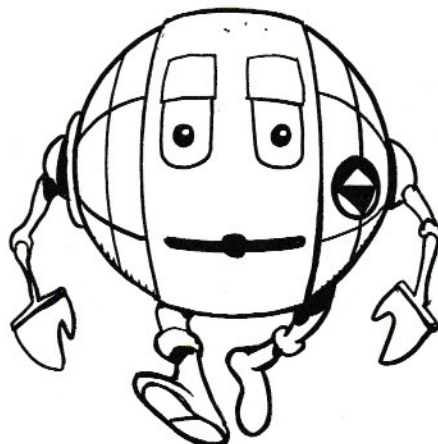


PHONG

REFERENCE NUMBER
Code: PH00001-LA

BINOME ZERO

REFERENCE NUMBER
Code: ZER0001-LA



COOL SHAKE

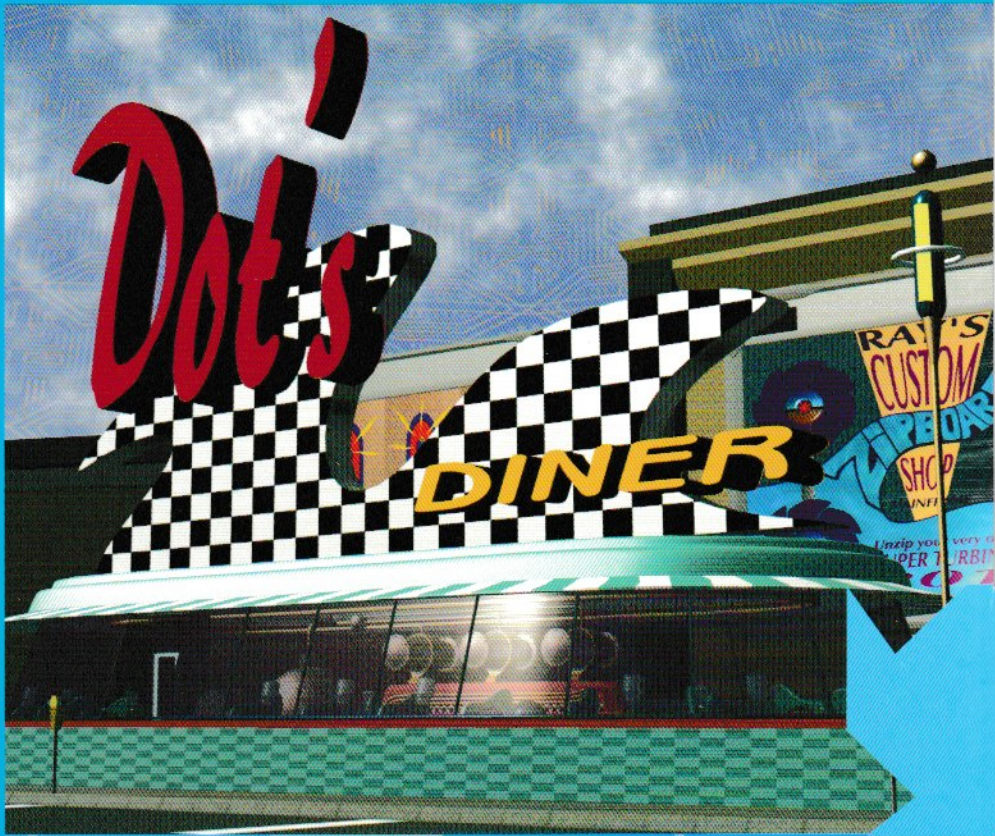
DIGITAL DIRECTORY
Code: SHA0001-LA



LINEART REFERENCE

CONFIGURE MAINFRAME AND ITS...

LOCATIONS



WELCOME TO MAINFRAME

VERSION 1.0

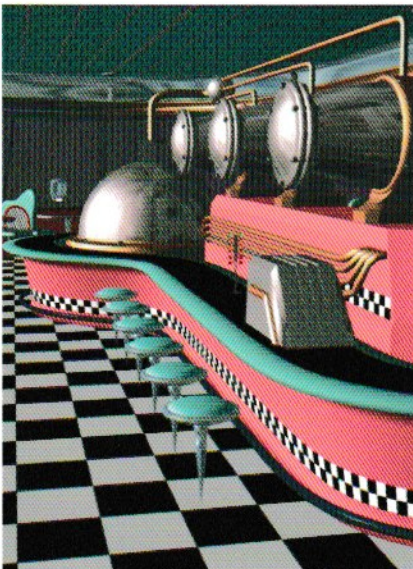
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

DOT'S DINER



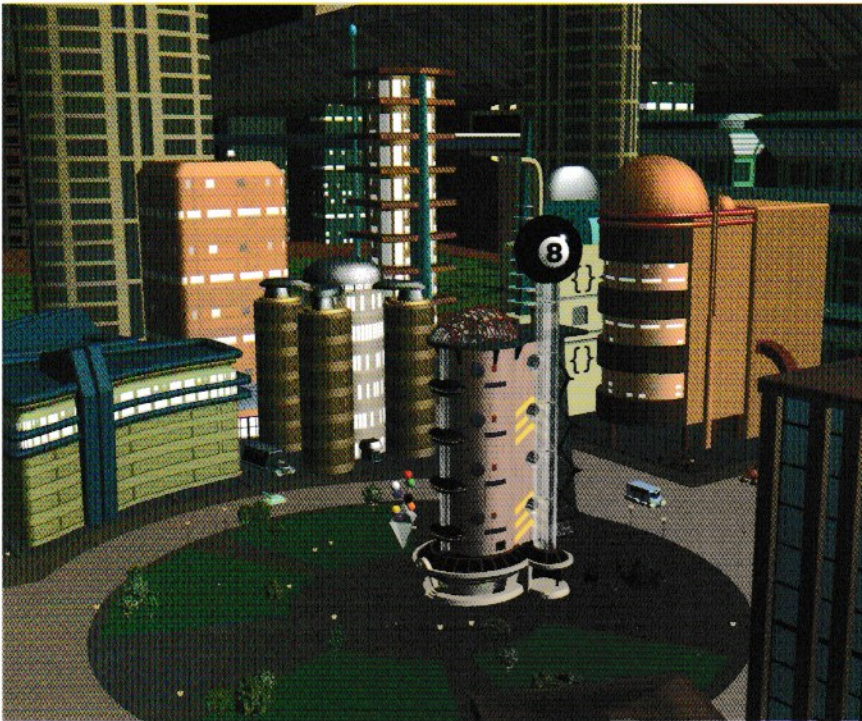
REFERENCE NUMBER
Code: L-DD0001

REFERENCE NUMBER
Code: L-DD0002



REFERENCE NUMBER
Code: L-DD0003

BOB'S APARTMENT

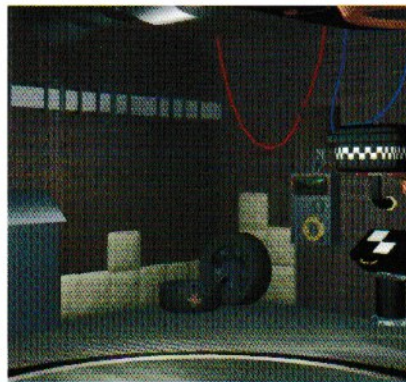


REFERENCE NUMBER
Code: L-BA0001

REFERENCE NUMBER
Code: L-BA0002



REFERENCE NUMBER
Code: L-BA0003



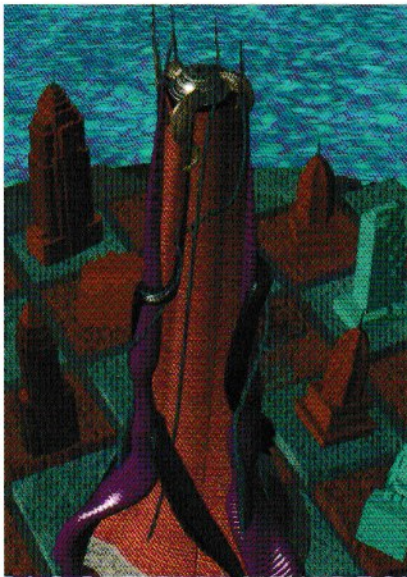
REFERENCE NUMBER
Code: L-BA0004

CITY OF LOST ANGLES

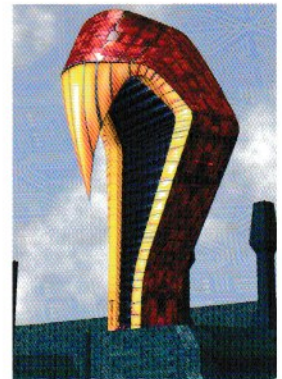


REFERENCE NUMBER
Code: HL0001

SILICON TOR

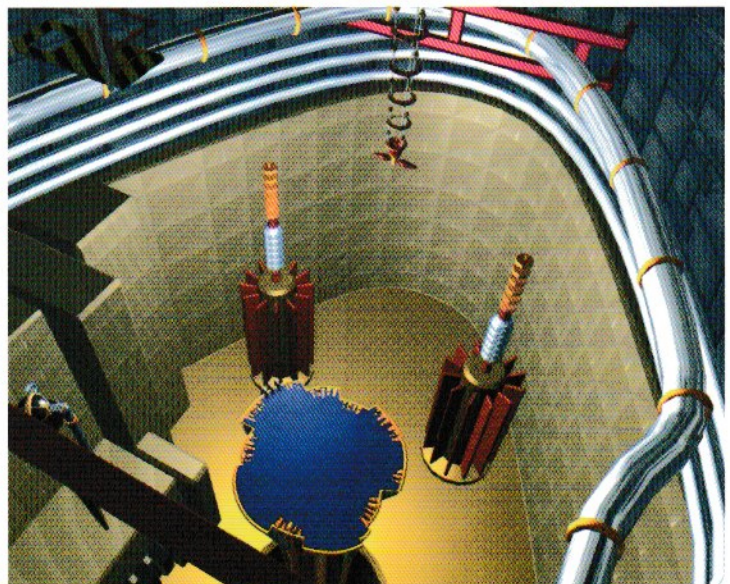


REFERENCE NUMBER
Code: ST0001



REFERENCE NUMBER
Code: CLA0001

REFERENCE NUMBER
Code: ST0002



PRINCIPAL LOCATIONS

ESCAPE THE HARD DRIVE

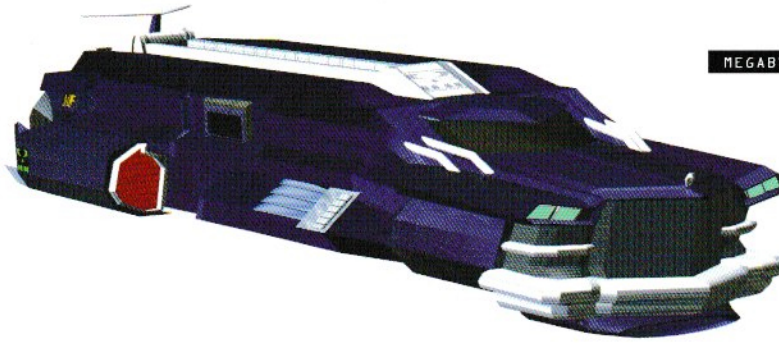
VEHICLES



WELCOME TO MAINFRAME

VERSION 1.0

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8



MEGABYTE'S LIMOUSINE



REFERENCE NUMBER

Code: VEH0001



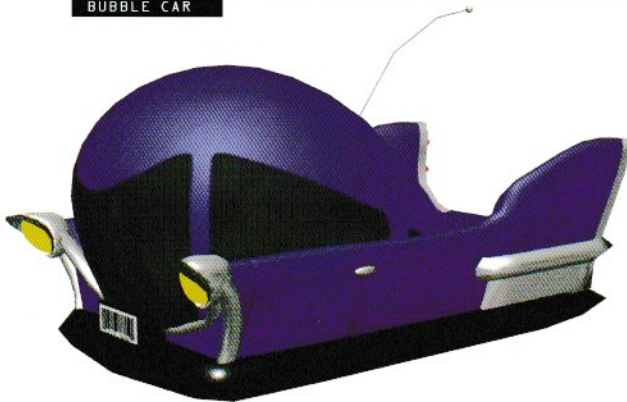
BOB'S CAR



REFERENCE NUMBER

Code: VEH0002

BUBBLE CAR



REFERENCE NUMBER

Code: VEH0004

GOSUB



REFERENCE NUMBER

Code: VEH0003

SKIMMER



REFERENCE NUMBER

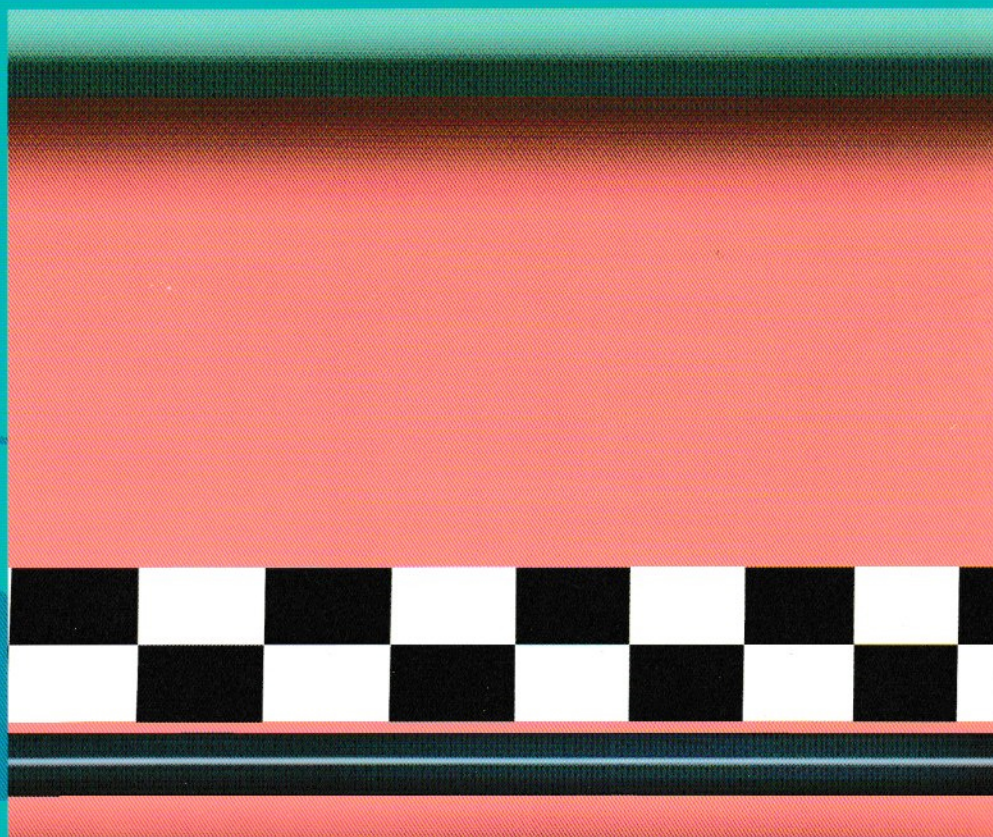
Code: VEH0005



VEHICULAR TRANSPORT

RANDOM ACCESS

DATA BANK



WELCOME TO MAINFRAME

VERSION 1.0

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

LOGOS



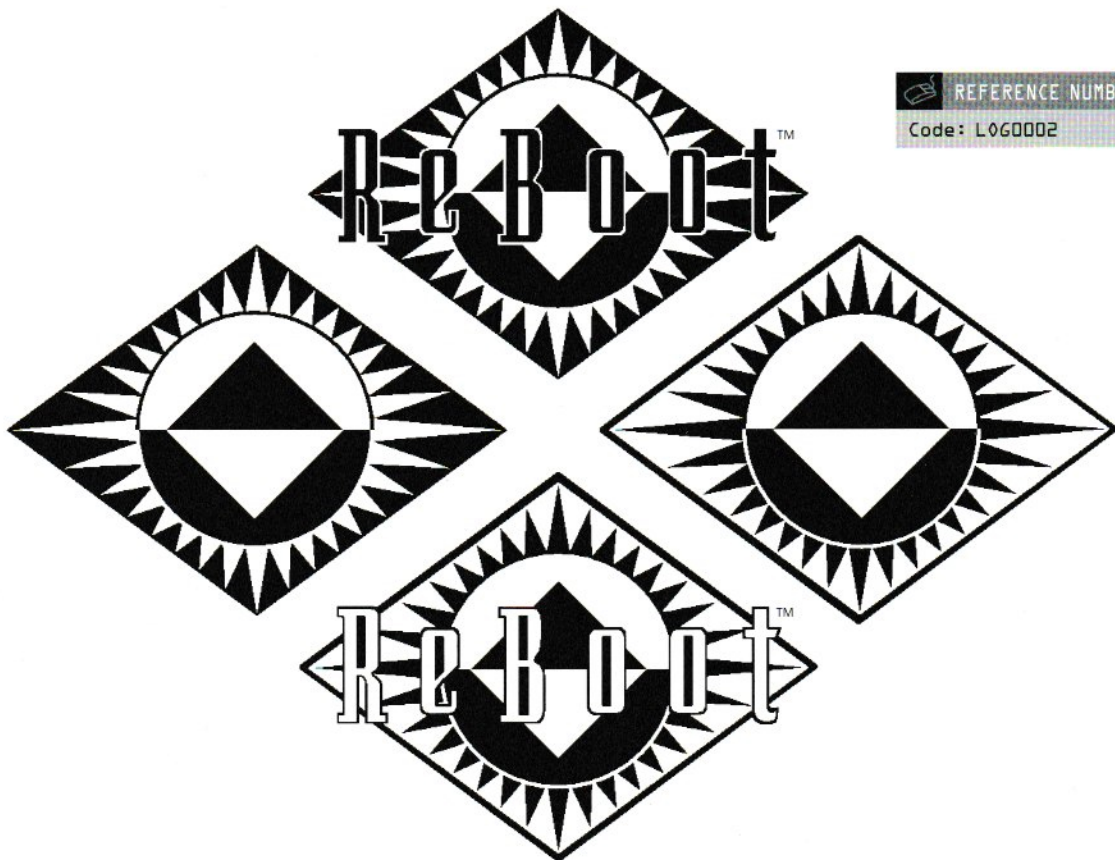
REFERENCE NUMBER

Code: LOG0001

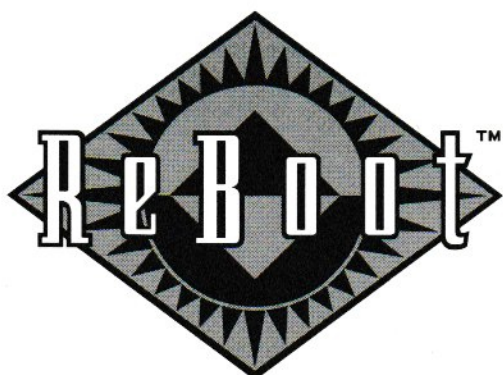


REFERENCE NUMBER

Code: LOG0002



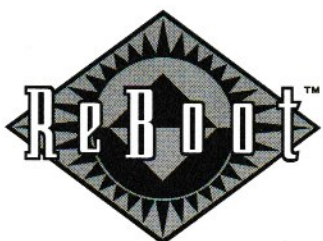
LOGO SHEET



Black 30% Screen



Black No Screens



DRAWING BOARD

LOGOS



 REFERENCE NUMBER
Code: LOG0003

COLOURS

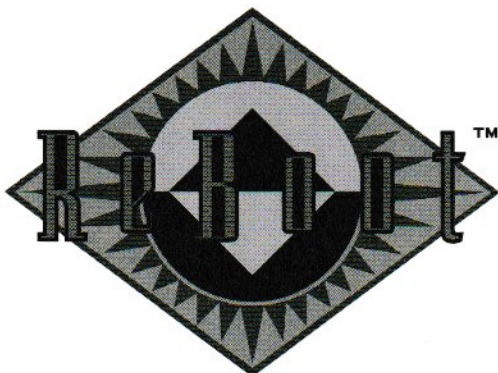
Yellow – Pantone 116
Blue – Pantone 542
Light Red – Pantone 486
Dark Red – Pantone 186
Black



 REFERENCE NUMBER
Code: LOG0004

Reboot™ full colour logo and component breakdown

LOGO SHEET



Black
 542 light blue
 186 red
 486 light red
 116 yellow

Black



Continues on next page

WOOD SHEET

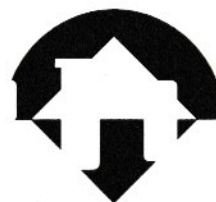
542 light blue

ReBoot

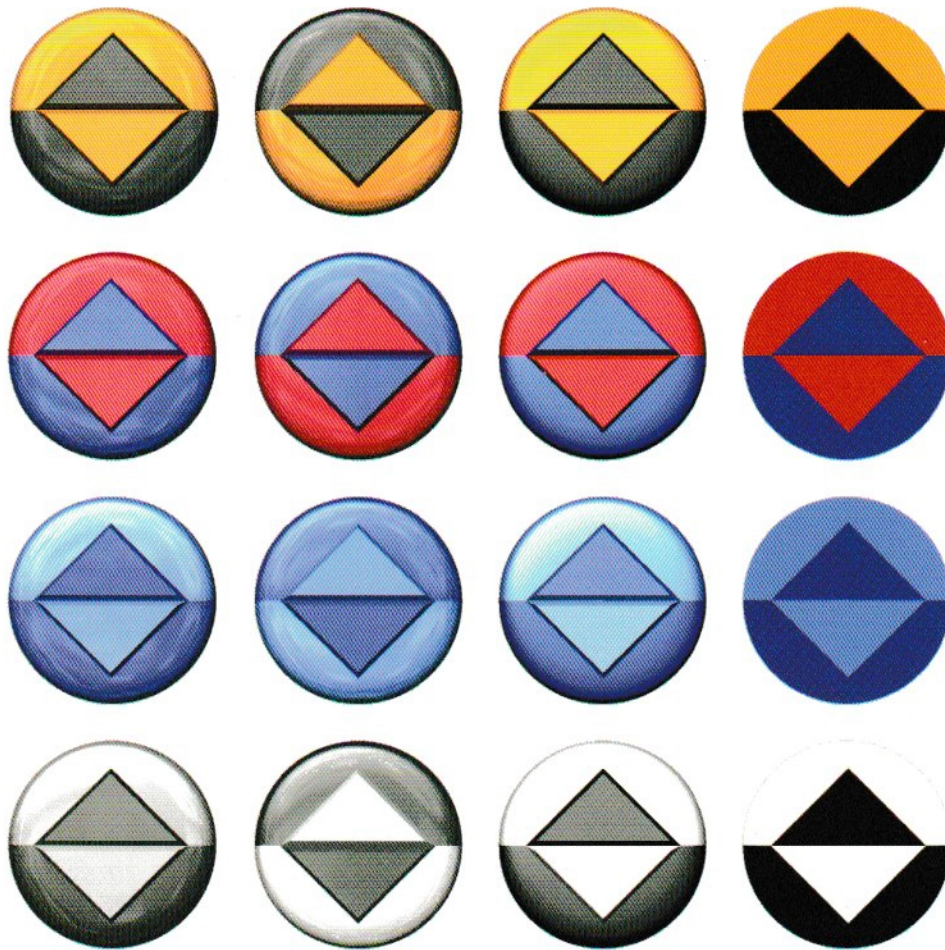
186 red

486 light red

116 yellow



ICONS

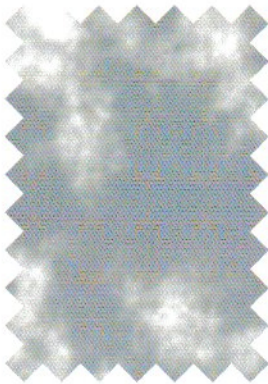


Code: IC00001

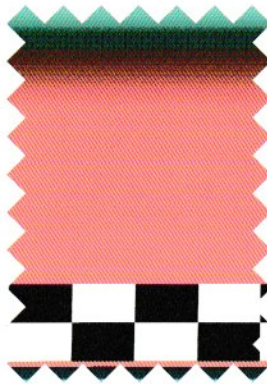


Code: IC00002

TEXTURES



Code: TEX0001



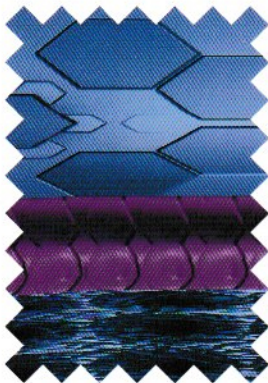
Code: TEX0002



Code: TEX0003



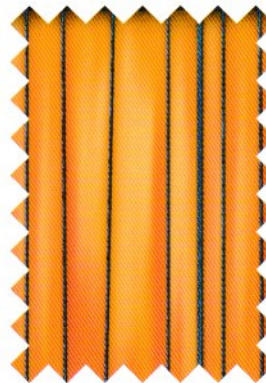
Code: TEX0004



Code: TEX0005



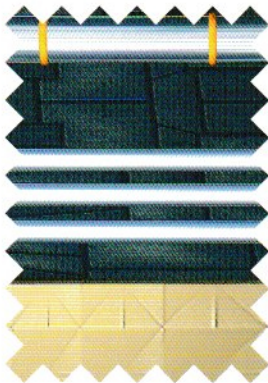
Code: TEX0006



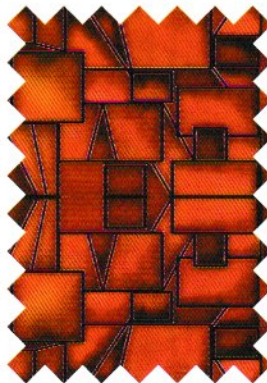
Code: TEX0007



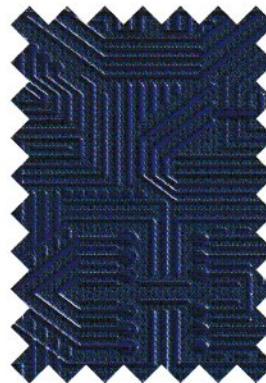
Code: TEX0008



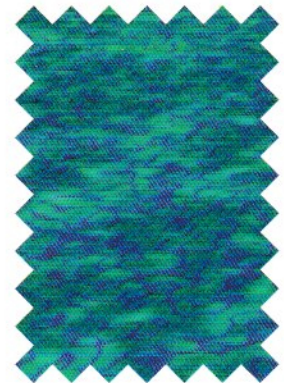
Code: TEX0009



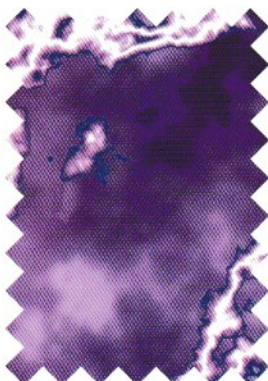
Code: TEX0010



Code: TEX0011



Code: TEX0012



Code: TEX0013



Code: TEX0014



Code: TEX0015



Code: TEX0016

PROPS



STREETLIGHT

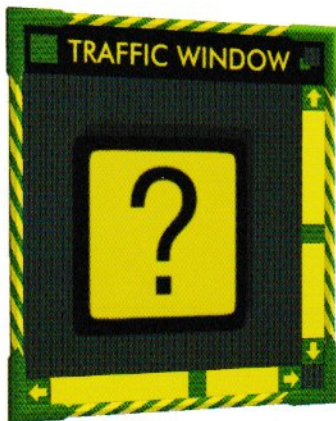
REFERENCE NUMBER
Code: PRP0001



REFERENCE NUMBER
Code: PRP0002



ZIP BOARD



VID WINDOW

REFERENCE NUMBER
Code: PRP0003



VID WINDOW



VID WINDOW

GLOSSARY

A

A sea, D sea – *Mainframe's largest "oceans", expansive 2D planes of energy*
 Address – "absolute address"
 A location
 Accelerate; accelerator
 Access – obtain or get –
 "access me some new clothes"
 Active
 Aliasing
 Alt key
 Alphanumeric!
 Analog
 Application
 Architecture
 Archive
 Array
 Arrow key
 Artificial intelligence – "talk about artificial intelligence"
 Assembly language
 Asynchronous
 Autosave
 Autotrace
 Autosize

B

Bad sector
 Backup
 Background – *as in backgrounding*
 Backslash
 Backspace – "I backspaced on him"
 Basic – *the ultimate insult – "Who are you calling basic?"*
 Batch file
 Batch processing
 Baud rate
 Ray
 BBS: Bulletin board – *there's an electronic one at Dot's that's always changing*
 Binary
 Binomes – *simple data sprites*
 Bit
 Bit map
 Board – motherboard; zipboard; slateboard
 Boolean logic – *everything is either true or false*
 Boot; Reboot; Cold boot; booting up
 Box – *as in window*
 BPS – Bits per second, or in *Frisket's* case, bites per second
 Buffer
 Bug

Byte

Bus

Button

C

Cad – computer aided design
 Calculate
 Calendar
 Caps lock
 Capture
 Card
 Carriage; carriage return
 Character
 Character based
 Character set
 Characters per second
 Character string
 Checksum
 Chip
 Circuit, Circuit Board, open circuit, closed circuit
 Clear
 Click
 Chipboard
 Clock speed – *measured in megahertz*
 Close – "close without saving"
 Code
 Cold Boot
 Command. Com
 Com file
 Compatible; compatibility,
 Compile; compiler
 Compression
 Compute
 Configuration; configure
 Connectivity
 Coprocessor
 Copy; copy protected; copy process
 Crash
 Crunching – "number crunching"
 Cursor
 Cut; copy; paste

D

Data; data silo; data stack
 Data sprite – *living inhabitant of Mainframe*
 Debug; debugger
 Decimal
 Dedicated server; dedicated channel
 Default; by default
 Delete
 Density; low or high density, single or double –
 Slang for intelligence
 Desk accessory
 Desktop

Digital; digitise; digitiser

Dingbat

DIP, DIP switch

Direct connect

Direct access

Directory – Dir,

Disk

Display dithering

Dot matrix

DOS

Double sided

Down – "the system is down",

"Enzo is down"

Not available

Download, downloadable font

Downward

compatible/backward

compatible: compatible

w/earlier version

Dots per inch (DPI)

Drag

Driver, drive

Drop down menu

Dump, screen dump, data

dump

Dvorack – Qwerty

E

EEPROM

Embedded command

Emulate; emulation

Encryption: *translation of data into a secret code*

End of file

End of line

Enter

Environment

Erase; erasable

Error; logic error; error

detection; fatal error

Escape key

Escape sequence

Execute – *same as run;*

"executable file"

Expanded memory

Expansion board

Expansion bus

Expansion slot

Export – Import

F

Feathering

Field

File: Batch file, binary, command, data, directory, executable, library, map, object, text

File attribute

File compression

File fragmentation;

defragmentation

File locking; locked

File management

Filename

File server

Filter

Find – "find command"

Flicker

Floating-point; floating point

Unit (FPU)

Floppy disk

Flush, right, left, centred,

justified

Flux; flux capacitor; power flux

transmitter

Folder

Font

Footer

Footprint

Format – "Sorry, but the fast

life is not my format"

Formula

Form feed

FORTRAN – *The oldest high**level programming language*

Free-floating void

Front end

Function

GG – *represents giga or gigabytes* "That's six G's"

Gigabyte

Grayscale

Get with the program!

H

Hacker

Halftone

Handle

Handshaking

Hang – *When the computer**does not respond to input*

Hard – hard disk, hardware

Head crash

Header

Help; help file; help button;

help window; help balloon

High language

High memory

Host, remote – server, slave,

master

I

Import – export

Initialise

Input

Insert; insert page break

Instructor set

Integrate; integrated

Interface; interfacing, commu-

nicating – *talking*

Internal drive

GLOSSARY

Interpreter
Interrupt
Ions
Ions filings
I/O: short for input/output

J

Jack out; jack in
Jaggies

K

K – Represents thousand – “Ten K”
Kerning
Key; keyboard; control key; function key; escape key; return key; backspace key; caps lock key; delete key; shift key; tab; option key
Kludge: *a derogatory term that refers to a poor design*

L

Local area network (LAN)
Language
Launch – *as in launch (start) an application*
Letter quality
Level – *low numbers start at the very top. Higher numbers progressively go deeper into the darker scummier sections of Mainframe*
Library
Line
Link
Load
Local
Lock
Log on
Log off
Log out
Look-and-feel
Loop
Low-level format; low-level language

M

Machine code
Machine language
Mailbox
Mail merge
Macro
Map
Mass storage
Mean time between failures (MTBF)
Mega-binary – *fantastic, great*
Megaflop
Megahertz
Memory, *let's not waste memory on the insignificant details*

Menu; pop-up menu; cascading menu; pull-down menu; moving bar menu; menu bar; tear off menu; menu driven
Merge
Message box – “You are dead”
Microprocessor
MIDI
Million instructions per second – (MIPS)
Modem
Monochrome – *black and white*
Motherboard
Mouse
Multi-media
Multi-processing
Multi-tasking, multi-user

N

Nanosecond
Network, net
Node
Null – *energy eating slugs of the lower levels*
Number cruncher; number crunching
Numeric keypad

O

OCR
Off-line
On-line
On-board
Open
Output

P

Paint program, brush, eraser, lasso, pencil, scissors, spray paint
Pallcite
Parallel
Parameter
Parity
Password
Pasie
PC
Pause
Phong: “ASCII and you shall receive”
Phong: “Better hurry, the boy's getting SNAI”
Piracy; pirating software
Pixel
Platform
Plot
Plug
point
Port – *a verb or noun*
Power down
Power supply
Power user

Printer
Process – “Give me a while to process that one”
Program
Prompt
Protocol
Public domain

R

Random access memory – (RAM)
Raster graphics
Readme file
Refresh
Reliability
Remote
Reset
Resident font
Resolution
Return
ROM, read only memory
Root directory
RS-232C
Run

S

Save – “save without changes”
Scale
Scanner
Screen, screen saver
Scroll; scroll bar
Search and replace
Sector – *the divided sections of Mainframe*
Seek time
Select
Serial; serial interface
Semiconductor
Server
Shareware
Shift
SIMM
Slice & Dice – *Hack & Slash's predecessors who were scrapped by Megabyte for failing him*
Slot
Smoothing
Soft, software
Source, source code
Speech recognition
Spelling check
Split screen
Spool
Spreadsheet
Sprite – *same as data sprite*
Stack
Start bit
Stop bit
Storage, store
String

Style sheet
Subdirectory
Subroutine
Super-cooled
Supercomputer
Surge protector
Sysop
System

T

Template
Terminal
Terminate
Text
Time sharing
Toggle
Token
Toner
Trackball
Transfer
Type, typeface

U

Undo; undo command
Upload
Uppercase
User; User friendly
Utility

V

Vaporware
Vector graphics
Vid-window
Virtual memory
Virus
Voice mail
Voice recognition
Volatile memory
Volume

W

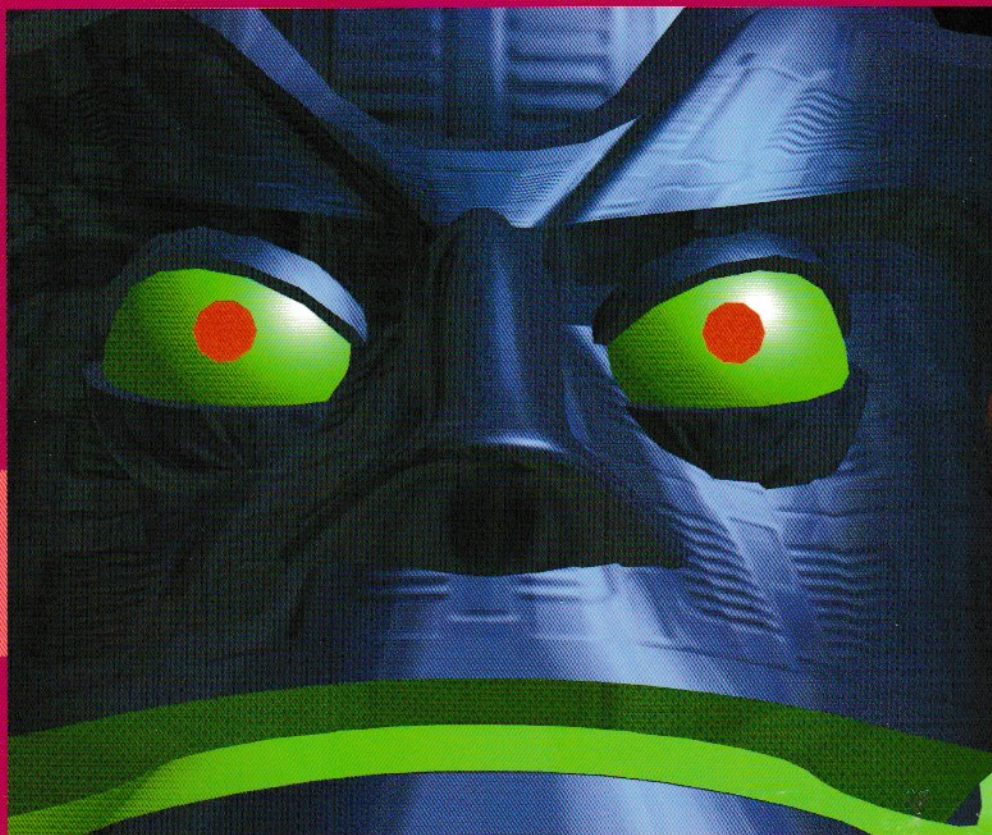
Wait state
Warm boot
Window; window matrix
Word processing
Word wrap
Write; Write once, read many – (WORM)
Write-protect
WYSIWYG – pronounced “Wizzy-wig” – *what you see is what you get*

Z

Zero wait state – *microprocessors that run at their maximum speed without waiting for slower memory chips*
Zipboard – *small personal transportation*

RANDOM ACCESS TO THE ReBoot™ DIGITAL...

DIRECTORY

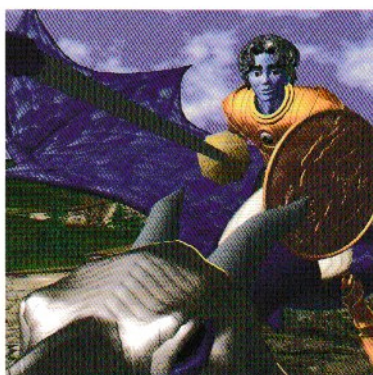


WELCOME TO MAINFRAME

VERSION 1.0

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

ReBoot™



REFERENCE NUMBER
Code: DIR0001



REFERENCE NUMBER
Code: DIR0002



REFERENCE NUMBER
Code: DIR0003



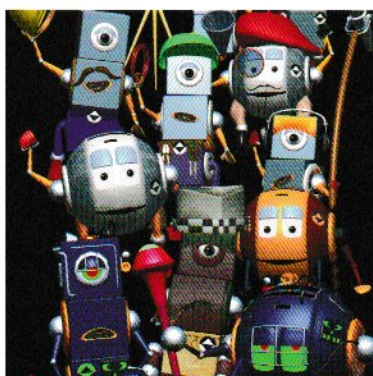
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REFERENCE NUMBER
Code: DIR0005



REFERENCE NUMBER
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REFERENCE NUMBER
Code: DIR0007



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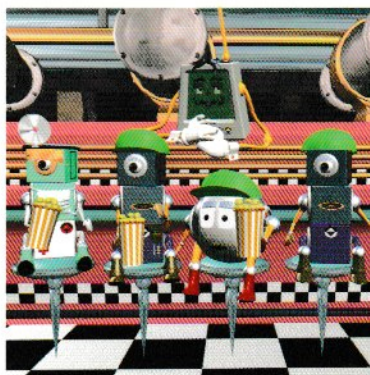
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REFERENCE NUMBER
Code: DIR0014



REFERENCE NUMBER
Code: DIR0015



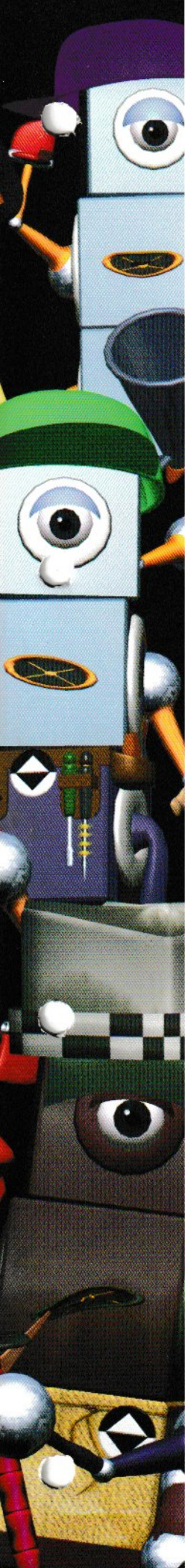
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REFERENCE NUMBER
Code: DIR0025



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